



ArcGIS Data Appliance: Esri Vector Basemaps



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Get started

What is ArcGIS Data Appliance: Esri Vector Basemaps?

Esri Vector Basemaps provides detailed maps from industry-leading data providers that you can use with your ArcGIS and web applications. Vector tiles enable dynamic cartography and provide the flexibility to create your own basemap style. The vector basemaps are available as tile layers that can be added to existing maps as either a basemap or an overlay layer.

Esri Vector Basemaps provides a content solution that works with [ArcGIS Enterprise](#). It is included (shipped separately) with ArcGIS Data Appliance 2023 with World Standard, World Advanced, North America Standard, and North America Advanced product options. It can also be licensed as a stand-alone option.

Note:

This feature is not included with the World Basic product option.

The Esri Vector Basemaps help includes the following topics:

- [Esri Vector Basemaps content](#)
- [Directory of map styles](#)
- [System requirements](#)
- [Set up Esri Vector Basemaps](#)
- Information on how to [use Esri Vector Basemaps](#)
- Methods to [customize](#) and [localize](#) Esri Vector Basemap styles
- Reference information including [FAQs](#), [Troubleshooting](#), and [Support](#)

Esri Vector Basemaps content

Esri Vector Basemaps is delivered on a USB flash drive loaded with two vector tile packages, styles, and style publishing toolboxes (.tbx file).

Note:

Esri Vector Basemaps ships separately.

This version includes the following:

- Installation vector tile packages that you upload to your ArcGIS Enterprise portal using ArcGIS Pro and publish as a hosted vector tile service on your hosting server:
 - `Esri_Vector_Basemap_DA2023_Install.vtpk`—A vector tile package for customers who want to use Web Mercator Auxiliary Sphere (WMA).
 - `Esri_Vector_Basemap_GCS_DA2023_Install.vtpk`—A vector tile package for customers who want to use Esri Vector Basemaps in WGS84 Geographic (GCS). This .vtpk file uses the WGS84 Geographic, version 2 tiling scheme.
- [Map styles](#) (for each projection) that you publish as vector tile layers to your Enterprise portal to use in your maps and apps or to customize. These styles require resources included in the `VectorBasemapStyles` folder for publishing.
- Vector Style publishing tools for managing vector basemap tile layers (map styles) in your Enterprise portal:
 - `VectorStylePublisher.tbx`—This toolbox is used to create vector basemap tile layers.
 - `VectorStyleUpdater.tbx`—This toolbox is used to update existing vector basemap tile layers.
- Map style text files to help you with map style updates:
 - `DA2023_WMA_StyleUpdater_template.csv`—This file manages WMA styles.
 - `DA2023_GCS_StyleUpdater_template.csv`—This file manages GCS styles.
- Documentation file (`data_appliance_esri_vector_basemaps.pdf`) that includes instructions for getting started, setup, using Esri Vector Basemaps, and more.

Note:

Do not use the `Esri_Vector_Basemap_DA2023_Install` and `Esri_Vector_Basemap_GCS_DA2023_Install` vector tile packages for anything other than publishing the tile layer (hosted). Once you publish the tile layer to your Enterprise portal, do not share the .vtpk files publicly (Everyone), as distribution of these items outside of your organization is not permitted.

What's new

This update of ArcGIS Data Appliance: Esri Vector Basemaps contains two updated vector tile packages (.vtpk files) used to publish as hosted vector tile services in an ArcGIS Enterprise portal. One is in the Web Mercator Auxiliary Sphere (WMA) projection and the other is in the WGS84/GCS (GCS) tiling scheme. Map styles can be published as vector tile layers for each option.

These vector tile packages contain updated global data from a variety of sources including HERE and OpenStreetMap, as well as local authoritative data from the Esri Community Maps Program.

There are 33 Esri Vector Basemaps vector tile layers (map styles) that include cartographic styling refinements.






An additional eight languages are supported within each Esri Vector Basemap vector tile package, bringing the total to 39 languages supported.



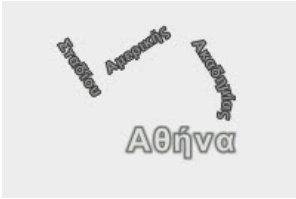


Existing users of the vector basemaps in ArcGIS Data Appliance can update the hosted tile layer as well as update 33 of the 51 styles from Data Appliance 2022. The VectorStyleUpdater toolbox uses a template of existing item IDs and can be run in ArcGIS Pro.





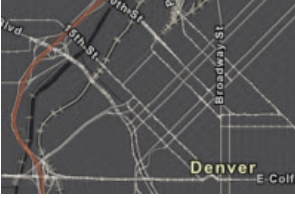
New users can publish any or all of the full set of 51 styles.


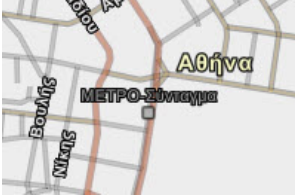

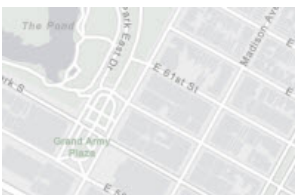
Directory of map styles

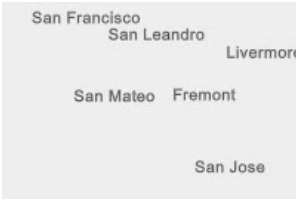
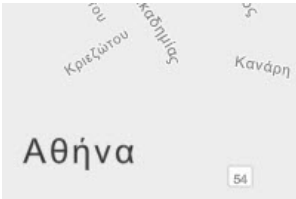



Esri Vector Basemaps includes the following 51 vector tile layers. The styles can be published in Web Mercator Auxiliary Sphere (WMA) projection or WGS84/GCS (GCS) tiling scheme.


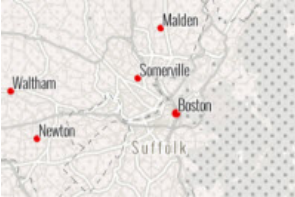
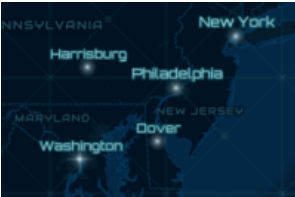

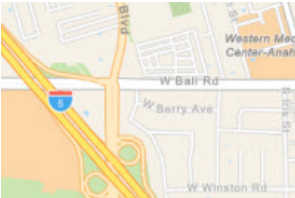
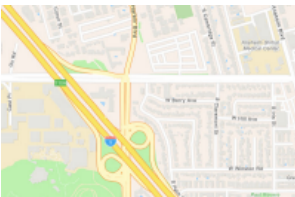
Layer name and thumbnail	Style folder name	Description
Charted Territory 	chartedterritory	The Charted Territory vector tile layer provides a detailed basemap featuring a geopolitical style reminiscent of a printed atlas plate or a school classroom wall map. This layer is designed for use with the World Hillshade basemap.
Colored Pencil 	coloredpencil	The Colored Pencil vector tile layer is presented in the style of hand-drawn, colored pencil cartography.
Community 	community	The Community vector tile layer provides a detailed basemap featuring strong colors to emphasize large-scale features.
Dark Gray Canvas 	canvasdark	The Dark Gray Canvas vector tile layer provides a detailed basemap of the world featuring a dark neutral background style with minimal colors, labels, and features.
Dark Gray Canvas (Community Maps) 	canvasdarkcommunity	The Dark Gray Canvas (Community Maps) vector tile layer provides a detailed basemap featuring a dark neutral background style with minimal colors, labels, and features with select roads provided by community contributors.

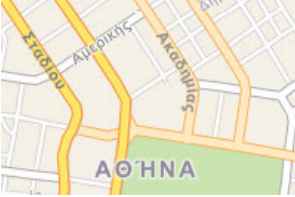


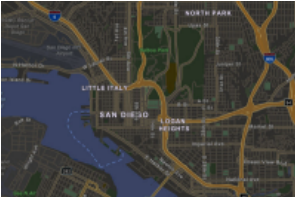

Layer name and thumbnail	Style folder name	Description
<p>Dark Gray Canvas Base</p> 	<p>canvasdarkbase</p>	<p>The Dark Gray Canvas Base vector tile layer provides a detailed basemap of the world featuring a dark neutral background style with minimal colors, labels, and features. This layer is designed for use with the Dark Gray Canvas Reference layer.</p>
<p>Dark Gray Canvas Reference</p> 	<p>canvasdarkreference</p>	<p>The Dark Gray Canvas Reference vector tile layer provides a city reference overlay of the world designed for use over a dark neutral background style with minimal colors, labels, and features. This layer is designed for use with the Dark Gray Canvas Base layer.</p>
<p>Dark Gray Canvas Reference (Local Language)</p> 	<p>canvasdarkreferencelocallanguage</p>	<p>The Dark Gray Canvas Reference (Local Language) vector tile layer provides a detailed reference label layer. Labels are in local languages at large scale. This layer is designed for use with the Dark Gray Canvas Base layer.</p>
<p>Human Geography Base</p> 	<p>humangeographybase</p>	<p>The Human Geography Base vector tile layer provides a detailed vector basemap of the world symbolizing the land with a light gray, neutral background style.</p>
<p>Human Geography Dark Base</p> 	<p>humangeographydarkbase</p>	<p>The Human Geography Dark Base vector tile layer provides a simple vector basemap of the world symbolizing the land with a very dark gray, neutral background style.</p>

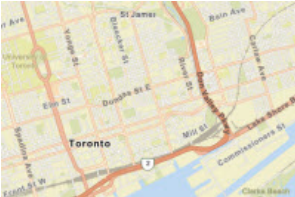



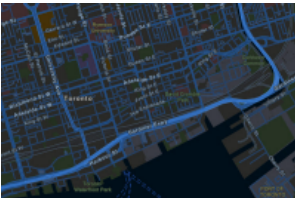
Layer name and thumbnail	Style folder name	Description
<p>Human Geography Dark Detail</p> 	<p>humangeographydarkdetail</p>	<p>The Human Geography Dark Detail vector tile layer provides a detailed basemap with a dark monochromatic style and content adjusted to support human geography information. This layer is a detailed reference layer that includes administrative boundaries, roads, and highways.</p>
<p>Human Geography Dark Label</p> 	<p>humangeographydarklabel</p>	<p>The Human Geography Dark Label vector tile layer provides a detailed basemap with a dark monochromatic style and content adjusted to support human geography information. The map includes labels for highways, major roads, minor roads, water features, cities, landmarks, and administrative boundaries.</p>
<p>Human Geography Detail</p> 	<p>humangeographydetail</p>	<p>The Human Geography Detail vector tile layer provides a detailed basemap with a monochromatic style and content adjusted to support human geography information.</p>
<p>Human Geography Label</p> 	<p>humangeographylabel</p>	<p>The Human Geography Label vector tile layer provides a detailed vector basemap for world labels designed to draw attention to the thematic content.</p>
<p>Hybrid Reference Layer</p> 	<p>hybrid</p>	<p>The Hybrid Reference Layer vector tile layer provides a detailed reference layer of the world designed to be overlaid on imagery.</p>

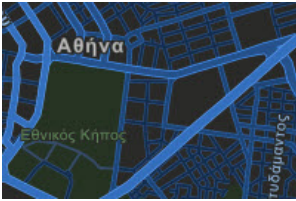
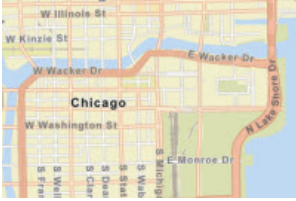



Layer name and thumbnail	Style folder name	Description
<p>Hybrid Reference Layer (Community Maps)</p> 	<p>hybridreferencecommunity</p>	<p>The Hybrid Reference Layer (Community Maps) vector tile layer provides a detailed reference layer of the world designed to be overlaid on imagery with select roads provided by community contributors.</p>
<p>Hybrid Reference Layer (Local Language)</p> 	<p>hybridreferencelocallanguage</p>	<p>The Hybrid Reference Layer (Local Language) vector tile layer provides a detailed reference layer, including transportation and labels of the world. Labels are in local languages at large scale. This layer is designed for use with the World Imagery basemap.</p>
<p>Light Gray Canvas</p> 	<p>canvaslight</p>	<p>The Light Gray Canvas vector tile layer provides a detailed vector basemap of the world symbolized with a light gray, neutral background style with minimal colors, labels, and features that is designed to draw attention to the thematic content.</p>
<p>Light Gray Canvas (Community Maps)</p> 	<p>canvaslightcommunity</p>	<p>The Light Gray Canvas (Community Maps) vector tile layer provides a detailed basemap featuring a light neutral background style with minimal colors, labels, and features. Select roads are provided by community contributors.</p>
<p>Light Gray Canvas Base</p> 	<p>canvaslightbase</p>	<p>The Light Gray Canvas Base vector tile layer provides a detailed basemap of the world featuring a light neutral background style with minimal colors, labels, and features. This layer is designed for use with the Light Gray Canvas Reference layer.</p>




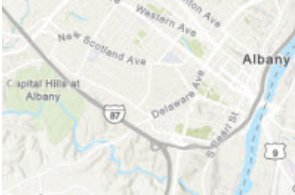

Layer name and thumbnail	Style folder name	Description
<p>Light Gray Canvas Reference</p> 	<p>canvaslightreference</p>	<p>The Light Gray Canvas Reference vector tile layer provides a detailed reference overlay of the world featuring a light neutral background style with minimal colors, labels, and features. This layer is designed for use with the Light Gray Canvas Base layer.</p>
<p>Light Gray Canvas Reference (Local Language)</p> 	<p>canvaslightreferencelocallanguage</p>	<p>The Light Gray Canvas Reference (Local Language) vector tile layer provides a detailed reference label layer. Labels are in local languages at large scale. This layer is designed for use with the Light Gray Canvas Base layer.</p>
<p>Mid-Century</p> 	<p>midcentury</p>	<p>The Mid-Century vector tile layer provides a customized vector layer of the world symbolized with a unique mid-century-styled map. It takes its inspiration from the art and advertising of the 1950s with unique fonts. The symbols for cities and capitals have an atomic slant to them.</p>
<p>Modern Antique</p> 	<p>modernantique</p>	<p>The Modern Antique vector tile layer provides a customized vector layer of the world symbolized with a unique antique-styled map and a modern flair—including the benefit of multiscale mapping.</p>
<p>National Geographic Style</p> 	<p>natgeostyle</p>	<p>The National Geographic Style vector tile layer provides a detailed basemap featuring boundary ribbons and other map content. This layer is designed for use with the World Hillshade relief basemap for added context.</p>

Layer name and thumbnail	Style folder name	Description
<p>National Geographic Style (Local Language)</p> 	<p>natgeostylelocallanguage</p>	<p>The National Geographic Style (Local Language) vector tile layer provides a detailed basemap featuring boundary ribbons and other map content. This layer is designed for use with the World Hillshade relief basemap for added context. Labels are in local languages at large scale.</p>
<p>Newspaper</p> 	<p>newspaper</p>	<p>The Newspaper vector tile layer provides a customized vector layer of the world symbolized with a unique newspaper-styled map. It has a black and white appearance with select features highlighted in red. Many of the area fills have halftone patterns commonly found in traditional newspaper printing.</p>
<p>Nova</p> 	<p>nova</p>	<p>The Nova vector tile layer provides a detailed basemap of the world featuring a dark background with glowing blue symbology inspired by the ArcGIS.com splash screen. The Nova vector tile layer emulates this color scheme with a grid pattern across the ocean and stripes or square stippled patterns for land-use features visible at larger scales.</p>
<p>Outline</p> 	<p>outline</p>	<p>The Outline vector tile layer provides a detailed basemap of the world featuring a simple black and white outline.</p>
<p>World Navigation Map</p> 	<p>navigation</p>	<p>The World Navigation Map vector tile layer provides a detailed basemap of the world featuring a custom navigation map style.</p>
<p>World Navigation Map (Community Maps)</p> 	<p>navigationcommunity</p>	<p>The World Navigation Map (Community Maps) vector tile layer provides a detailed basemap of the world featuring a custom navigation map style with select roads provided by community contributors.</p>

Layer name and thumbnail	Style folder name	Description
<p>World Navigation Map (Local Language)</p> 	<p>navigationlocallanguage</p>	<p>The World Navigation Map (Local Language) vector tile layer provides a detailed basemap of the world featuring a custom navigation map style. Labels are in local languages at large scale.</p>
<p>World Navigation Map (Dark Mode)</p> 	<p>navigationdark</p>	<p>The World Navigation Map (Dark Mode) vector tile layer provides a detailed basemap featuring a dark navigation map style.</p>
<p>World Navigation Map (Dark Mode - Community Maps)</p> 	<p>navigationdarkcommunity</p>	<p>The World Navigation Map (Dark Mode - Community Maps) vector tile layer provides a detailed basemap featuring a dark navigation map style with select roads provided by community contributors.</p>
<p>World Navigation Map (Dark Mode - Local Language)</p> 	<p>navigationdarklocallanguage</p>	<p>The World Navigation Map (Dark Mode - Local Language) vector tile layer provides a detailed basemap featuring a dark navigation map style. Labels are in local languages at large scale.</p>
<p>World Ocean Reference</p> 	<p>oceanreference</p>	<p>The World Ocean Reference vector tile layer provides a detailed basemap featuring a custom ocean style. This layer is designed for use with the World Ocean Base raster layer.</p>

Layer name and thumbnail	Style folder name	Description
<p>World Street Map</p> 	<p>streetmap</p>	<p>The World Street Map vector tile layer provides a detailed basemap of the world featuring a classic Esri street map style.</p>
<p>World Street Map (Community Maps)</p> 	<p>streetmapcommunity</p>	<p>The World Street Map (Community Maps) vector tile layer provides a detailed basemap of the world featuring a classic Esri street map style with select roads provided by community contributors.</p>
<p>World Street Map (Local Language)</p> 	<p>streetmaplocallanguage</p>	<p>The World Street Map (Local Language) vector tile layer provides a detailed basemap of the world featuring a classic Esri street map style. Labels are in local languages at large scale.</p>
<p>World Street Map (Night)</p> 	<p>streetmapnight</p>	<p>The World Street Map (Night) vector tile layer provides a detailed basemap of the world featuring a custom nighttime street map style.</p>
<p>World Street Map (Night - Community Map)</p> 	<p>streetmapnightcommunity</p>	<p>The World Street Map (Night - Community Map) vector tile layer provides a detailed basemap of the world featuring a custom nighttime street map style with select roads provided by community contributors.</p>

Layer name and thumbnail	Style folder name	Description
World Street Map (Night-Local Language) 	streetmapnightlocallanguage	The World Street Map (Night-Local Language) vector tile layer provides a detailed basemap of the world featuring a custom nighttime street map style. Labels are in local languages at large scale.
World Street Map (with Relief) 	streetmaprelief	The World Street Map (with Relief) vector tile layer provides a detailed basemap of the world featuring a classic Esri street map style designed for use with a relief map.
World Street Map (with Relief - Community Maps) 	streetmapreliefcommunity	The World Street Map (with Relief - Community Maps) vector tile layer provides a detailed basemap of the world featuring a classic Esri street map style designed for use with a relief map. Select roads are provided by community contributors.
World Terrain Base 	terrainlabelsbase	The World Terrain Base vector tile layer displays minimal map content: water and land fill, water lines, and roads. This layer is designed for use as a base layer with the World Terrain Reference layer and World Hillshade basemap.
World Terrain Reference 	terrainlabelsreference	The World Terrain Reference vector tile layer displays minimal map content: populated place-names, administrative areas, and water labels with boundary lines. This layer is designed for use as a reference overlay with the World Terrain Base layer and the World Hillshade basemap.

Layer name and thumbnail	Style folder name	Description
<p>World Terrain Reference (Local Language)</p> 	<p>terrainlabelsreferencelocallanguage</p>	<p>The World Terrain Reference (Local Language) vector tile layer provides a detailed reference layer of the world. Labels are in local languages at large scale. This layer is designed for use with the World Terrain Base layer and the World Hillshade basemap.</p>
<p>World Terrain with Labels</p> 	<p>terrainlabels</p>	<p>The World Terrain with Labels vector tile layer provides a detailed basemap of the world symbolized with populated places, administrative areas, boundary lines, and roads. The minimal features and styling are designed to draw attention to the thematic content.</p>
<p>World Terrain with Labels (Community Maps)</p> 	<p>terrainlabelscommunity</p>	<p>The World Terrain with Labels (Community Maps) vector tile layer provides a detailed basemap of the world symbolized with populated places, administrative areas, boundary lines, and roads. The minimal features and styling are designed to draw attention to the thematic content. Select roads are provided by community contributors.</p>
<p>World Topographic Map</p> 	<p>worldtopomap</p>	<p>The World Topographic Map vector tile layer provides a detailed basemap of the world featuring a classic Esri topographic map style designed for use with a relief map.</p>
<p>World Topographic Map (Local Language)</p> 	<p>worldtopomaplocallanguage</p>	<p>The World Topographic Map (Local Language) vector tile layer provides a detailed basemap of the world featuring a classic Esri topographic map style. Labels are in local languages at large scale. This layer is designed for use with the World Hillshade basemap.</p>

Frequently asked questions

Listed below are frequently asked questions and answers regarding ArcGIS Data Appliance: Esri Vector Basemaps.

- [How does ArcGIS Data Appliance: Esri Vector Basemaps work?](#)
- [How do I set up Esri Vector Basemaps?](#)
- [Where does the data come from?](#)
- [Does Esri Vector Basemaps include imagery?](#)
- [What services are available?](#)
- [Are there any use restrictions when using Esri Vector Basemaps?](#)
- [Where can I find more information about editing custom styles?](#)
- [Where can I find more information about using basemaps in my Portal for ArcGIS Map Viewer Classic?](#)
- [What if I need further assistance?](#)

How does ArcGIS Data Appliance: Esri Vector Basemaps work?

ArcGIS Data Appliance: Esri Vector Basemaps is published as a hosted vector tile service from your Enterprise portal along with several dozen map styles that you can share, use, and customize within your organization. For more information on vector basemaps and the differences between raster and vector tile layers, see [Tile layers](#) in the Portal for ArcGIS help.

How do I set up Esri Vector Basemaps?

Refer to the instructional video and help documentation on the [Esri Vector Basemaps Additional resources](#) section of the ArcGIS Data Appliance 2023 website to learn how to set up and use Esri Vector Basemaps.

Where does the data come from?

The data sources are included as part of the credits in the map styles you publish to your portal.

Does Esri Vector Basemaps include imagery?

No. Esri Vector Basemaps does not include raster basemaps or imagery.

What services are available?

Esri Vector Basemaps only requires one service published as a hosted vector tile layer from your portal. Other maps are included as map styles that you publish to your portal as tile layers. See [Directory of map styles](#) for the vector tile layers included with Esri Vector Basemaps.

Are there any use restrictions when using Esri Vector Basemaps?

The data is provided by multiple third-party data vendors under license to Esri for inclusion in ArcGIS Data Appliance for use with Esri software. Redistribution rights are granted by Esri and the data vendor for hard-copy renditions or static, electronic map images (for example, .gif and .jpeg files) that are plotted, printed, or publicly displayed with proper metadata and source or copyright attribution to the respective data vendor or vendors. For copyright and attribution information, see **Credits** for a specific map published to your portal.

Where can I find more information about editing custom styles?

View the [New ways of customizing Esri Vector Basemaps](#) post on the ArcGIS Blog website for more information about editing custom styles.

Where can I find more information about using basemaps in my Portal for ArcGIS Map Viewer Classic?

See [Customize basemaps](#) and [Choose basemap](#) in the Portal for ArcGIS help for more information about using basemaps in your Portal for ArcGIS Map Viewer Classic.

What if I need further assistance?

For all questions, feedback, and troubleshooting, and to report issues, contact Esri [Technical Support](#).

System requirements

Esri Vector Basemaps system requirements

The following software components and prerequisites are required before you deploy Esri Vector Basemaps:

- ArcGIS Pro Basic, Standard, or Advanced 3.0 or later.
- An ArcGIS Enterprise 10.8.1, 10.9, 10.9.1 or 11.0 deployment meeting the base ArcGIS Enterprise deployment specifications.

Note:

Authentication exclusions—The Linux public key infrastructure (PKI) configuration is not supported.

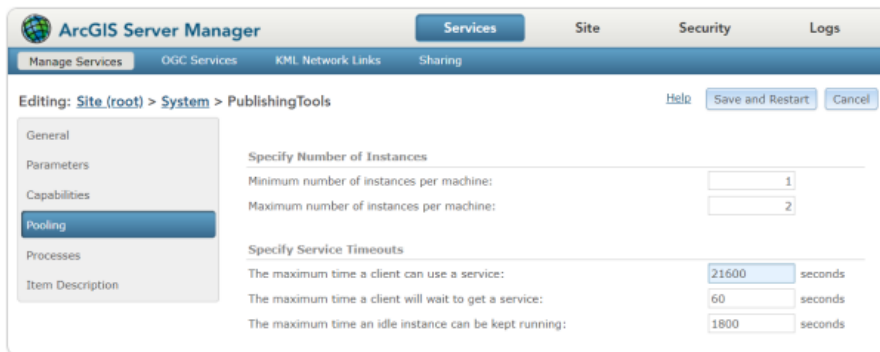
Before you start

Before you begin your deployment, do the following:

1. Check with your portal administrator to verify or request the following:
 - A Portal for ArcGIS account with the [Publisher or Administrative role enabled](#).
 - A [named user license enabled](#) for ArcGIS Pro Standard or Advanced.
 - A minimum of 82 GB of available space per .vtpk file for your Enterprise version 11.0 portal content directory, 41 GB of available space for your hosting server's jobs directory, and 41 GB of available space for your hosting server's cache directory. Enterprise 10.8.1, 10.9, or 10.9.1 requires a minimum of 78 GB of available space per .vtpk file for your portal content directory, 39 GB of available space for your hosting server's jobs directory, and 39 GB of available space for your hosting server's cache directory.
2. Check with your ArcGIS Server administrator to verify or request the following:
 - Enterprise 11.0 requires a minimum of 82 GB of available disk space per .vtpk file on your ArcGIS Server. Enterprise 10.8.1, 10.9, or 10.9.1 requires a minimum of 78 GB of available disk space per .vtpk file on your ArcGIS Server.
 - [Enough pooling time](#) for your ArcGIS Server. Successfully publishing a large .vtpk file as a hosted vector tile service requires more time for the web client to communicate with ArcGIS Server. Check with your ArcGIS Server administrator to confirm that the **The maximum time a client can use a service** option is set to 21,600 seconds.

The following steps walk you through this process for ArcGIS Server 10.8.1, 10.9, 10.9.1 or 11.0:

- Open a new browser and access ArcGIS Server Manager, for example, <https://PORTALNAME/server/manager>, and sign in.
- Click **Site (root) > System > PublishingTools**.
- Click **Pooling**, and under **Specify Service Timeouts**, change the value for **The maximum time a client can use a service** from 3,600 seconds (1 hour) to 21600 seconds (6 hours).



- Click **Save and Restart**.
- Sign out of ArcGIS Server Manager.

ArcGIS Data Appliance 2023: Esri Vector Basemaps is delivered on a USB flash drive loaded with vector tiles, styles, and style publishing tools. Copy all contents of the USB flash drive to your local computer.

Setup

Set up ArcGIS Data Appliance: Esri Vector Basemaps

The instructions to set up ArcGIS Data Appliance: Esri Vector Basemaps depend on whether you are a new or an existing user. See the appropriate instructions as follows:

- [New user](#)
- [Existing user](#)

When you finish setting up ArcGIS Data Appliance: Esri Vector Basemaps, your vector basemaps are ready to use.

Set up Esri Vector Basemaps (new user)

For information about what's included with Esri Vector Basemaps, see [Esri Vector Basemaps content](#).

 **Note:**

Before you proceed, review the [system requirements](#) to confirm that you can deploy Esri Vector Basemaps on your system.

Once you confirm that the system requirements are met, the workflow to set up Esri Vector Basemaps is as follows:

1. [Upload the package to your ArcGIS Enterprise portal](#)
2. [Publish the hosted tile layer \(service\)](#)
3. [Publish tile layers \(map styles\)](#)
4. [Share tile layers \(map styles\)](#)

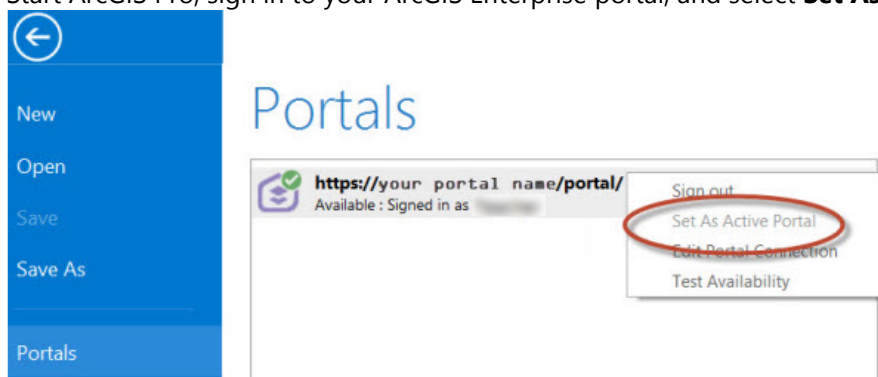
 **Note:**

Esri Vector Basemaps includes two vector tile packages (.vtpk) on the flash drive. The `Esri_Vector_Basemap_DA2023_Install.vtpk` file is in the Web Mercator Auxiliary Sphere (WMA) projection. The `Esri_Vector_Basemap_GCS_DA2023_Install.vtpk` file is in the WGS84/GCS (GCS) tiling scheme. The following steps reflect the sharing process of the WMA vector tile package. To share the GCS package, you must provide the correct .vtpk file name for the input package as well as take the GCS naming into consideration when publishing the hosted tile layer. The Esri Vector Basemaps styles in the GCS directory already take the GCS naming into account in the metadata files.

Upload the package to your ArcGIS Enterprise portal

First, you must copy the entire USB flash drive contents to your local computer if you have not already done so.

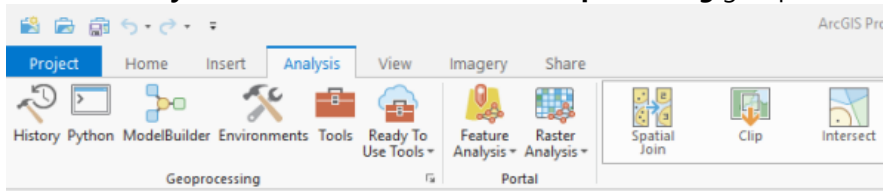
1. Start ArcGIS Pro, sign in to your ArcGIS Enterprise portal, and select **Set As Active Portal**.



 **Note:**

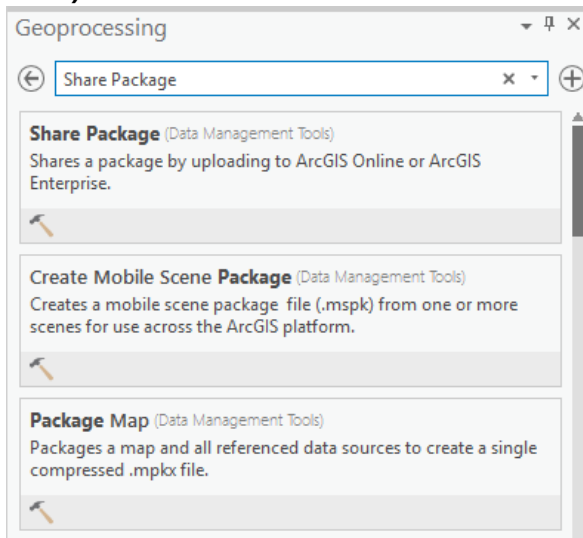
You must sign in and connect to your portal before you proceed. You cannot provide your portal username and password when using the Share Package tool later in these instructions. The tool obtains your credentials from ArcGIS Pro.

2. Create a project.
3. Click the **Analysis** tab, and click **Tools** in the **Geoprocessing** group.



The **Geoprocessing** pane appears.

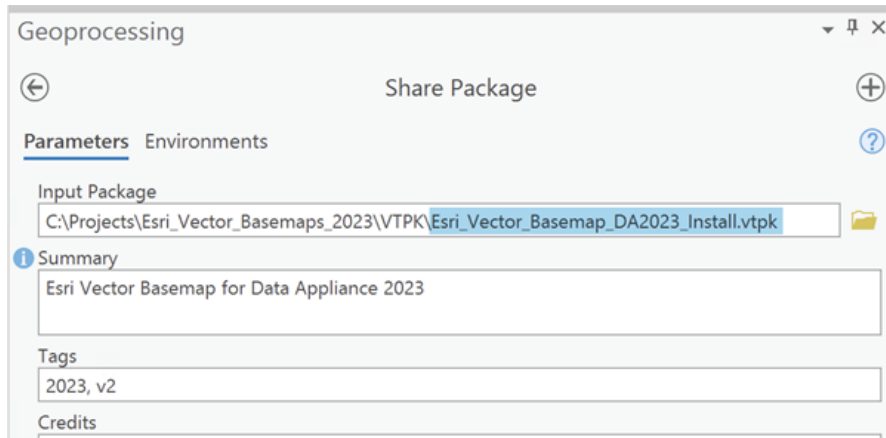
4. In the **Geoprocessing** pane, search for Share Package, and select the **Share Package (Data Management Tools)** tool from the search results.



5. On the **Share Package** dialog box, do the following:
 - a. For **Input Package**, provide the path to the vector tile package, for example, C:\Projects\Esri_Vector_Basemaps_2023\VTPK\Esri_Vector_Basemap_DA2023_Install.vtpk.
 - b. For **Summary**, type Esri Vector Basemap for Data Appliance 2023.
 - c. For **Tags**, type 2023, v2.

⚠ Caution:

Do not change the **Credits** parameter value and do not check the **Everybody** or **Within Organization** check boxes for sharing.



6. Click **Run**.

It will take approximately 30 to 120 minutes to upload the package to your portal. A **Share Package Uploaded Successfully** message appears in the **Share Package** window once the upload is complete.

7. Through your portal, confirm that the .vtpk file uploaded successfully.

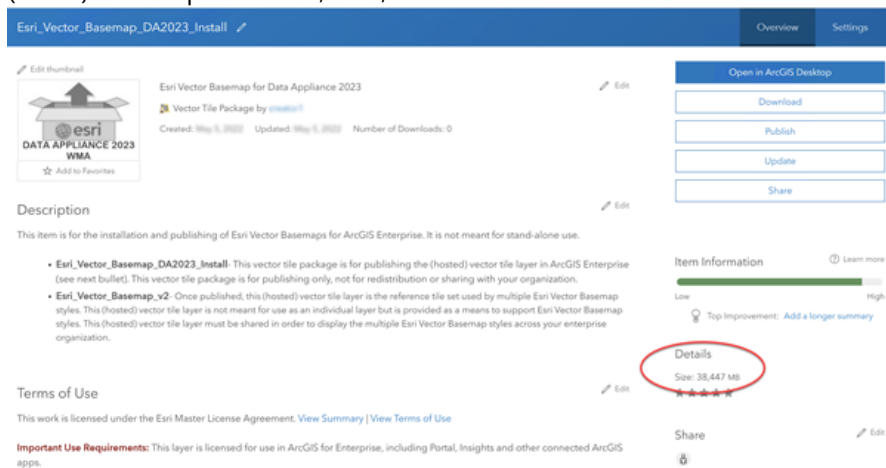
a. Open a web browser and sign in to your portal.

The Esri_Vector_Basemap_DA2023_Install tile package is located in the root folder.

b. Confirm that the **Size** value of the tile package matches the size for your vector tile package and Enterprise version in the following table and **Shared with** indicates that the item is not shared.

Vector tile package .vtpk file	Enterprise version	Size
Esri_Vector_Basemap_DA2023_Install.vtpk (WMA)	10.8.1, 10.9, 10.9.1	38,447 MB
	11.0	40,315 MB
Esri_Vector_Basemap_GCS_DA2023_Install.vtpk (WGS84)	10.8.1, 10.9, 10.9.1	37,998 MB
	11.0	39,844 MB

Your item will look similar to the following when uploading Esri_Vector_Basemap_DA2023_Install.vtpk (WMA) in Enterprise 10.8.1, 10.9, and 10.9.1:



 **Note:**

If the size is not correct, delete the item and upload the Esri_Vector_Basemap_DA2023_Install tile package again. You may want to discuss the problem with your portal administrator.

For the Esri_Vector_Basemap_GCS_DA2023_Install tile package, if the **Size** is not correct, delete the item and upload it again.

See the [Troubleshooting Esri Vector Basemaps](#) topic for more information.

Publish the hosted tile layer (service)

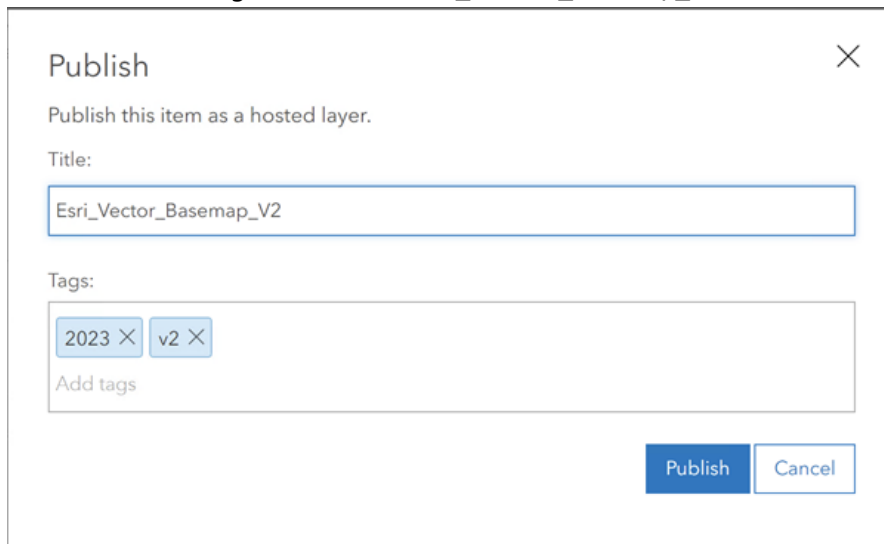
Now you'll publish the Esri Vector Basemap hosted tile layer service from your portal.

1. Sign in to your ArcGIS Enterprise portal.

 **Note:**

Your account must have publishing credentials.

2. In **My Content**, go to the item page for the vector tile package (Esri_Vector_Basemap_DA2023_Install.vtpk) you uploaded to your portal.
3. Click **Publish**, change the title to Esri_Vector_Basemap_v2, and click **Publish** again.



Publish ×

Publish this item as a hosted layer.

Title:

Esri_Vector_Basemap_V2

Tags:

2023 × v2 ×

Add tags

Publish Cancel

 **Note:**

For the GCS tile package (Esri_Vector_Basemap_GCS_DA2023_Install.vtpk), change the title to Esri_Vector_Basemap_GCS_v2.

 **Note:**

It will take 30 to 120 minutes to create the hosted layer, depending on your system configuration.

The Esri_Vector_Basemap_v2 hosted tile layer is created.

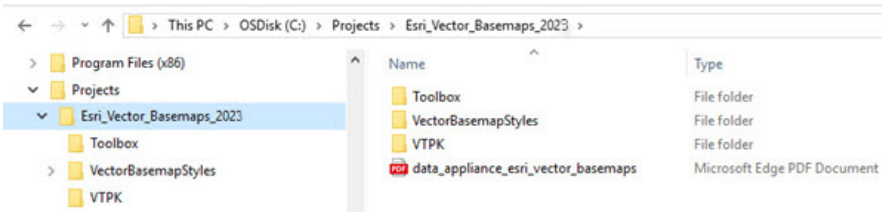
<input type="checkbox"/>	Title		
<input type="checkbox"/>	Esri_Vector_Basemap_v2	Tile Layer (hosted)	
<input type="checkbox"/>	Esri_Vector_Basemap_DA2023_Install	Vector Tile Package	

Publish tile layers (map styles)

You'll publish the map styles next.

The VectorStylePublisher geoprocessing toolbox can be run in ArcGIS Pro. This toolbox publishes 51 new tile layers to your portal.

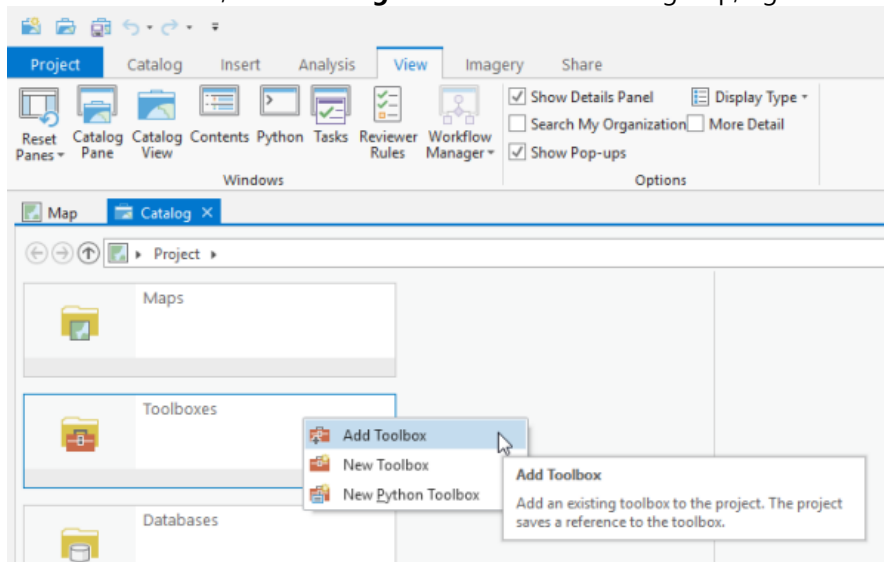
These instructions assume that the toolbox and VectorBasemapStyles folder are on your local computer.



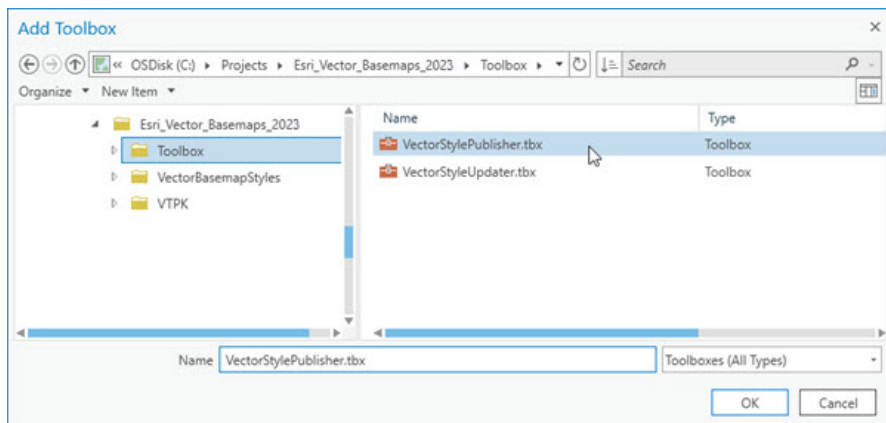
Note:

You must have a portal account assigned to the default publisher or administrator role, or your account must be assigned to a custom role that has privileges to create content and publish hosted tile layers.

1. Start ArcGIS Pro, sign in to your ArcGIS Enterprise portal, and select **Set As Active Portal**.
2. Create a project.
3. Click the **View** tab, click **Catalog View** in the **Windows** group, right-click **Toolboxes**, and click **Add Toolbox**.

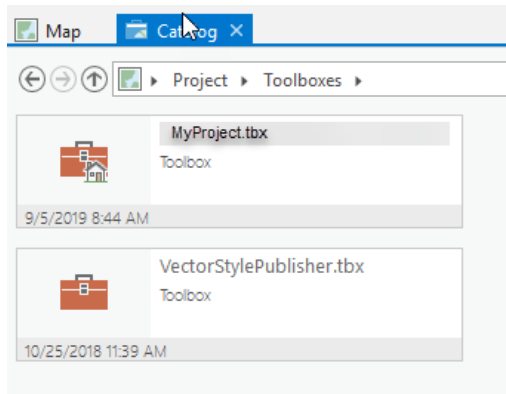


4. Browse to the location on your local computer where you copied the contents of the USB flash drive, click **VectorStylePublisher.tbx**, and click **OK**.

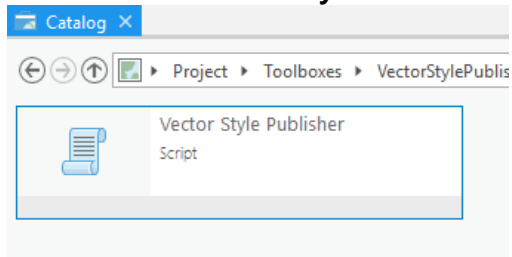


The VectorStylePublisher toolbox is added to the project.

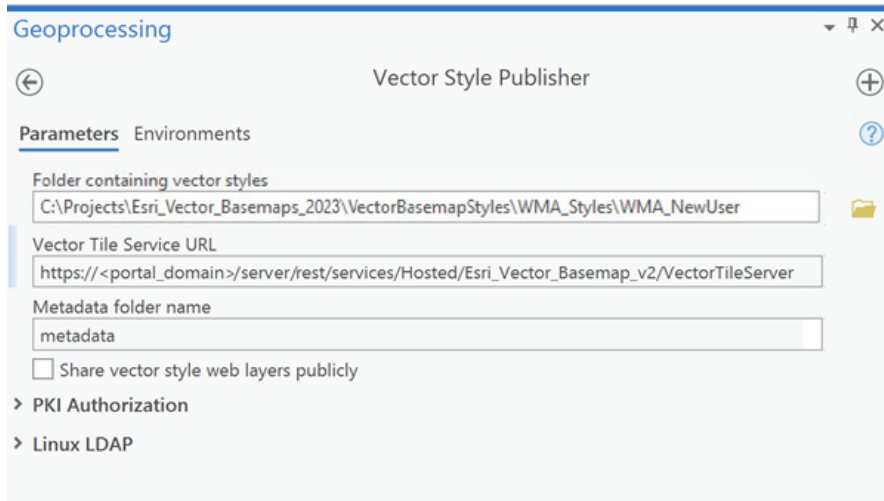
5. Double-click **Toolboxes** and double-click **VectorStylePublisher.tbx**.



6. Double-click the **Vector Style Publisher** script.



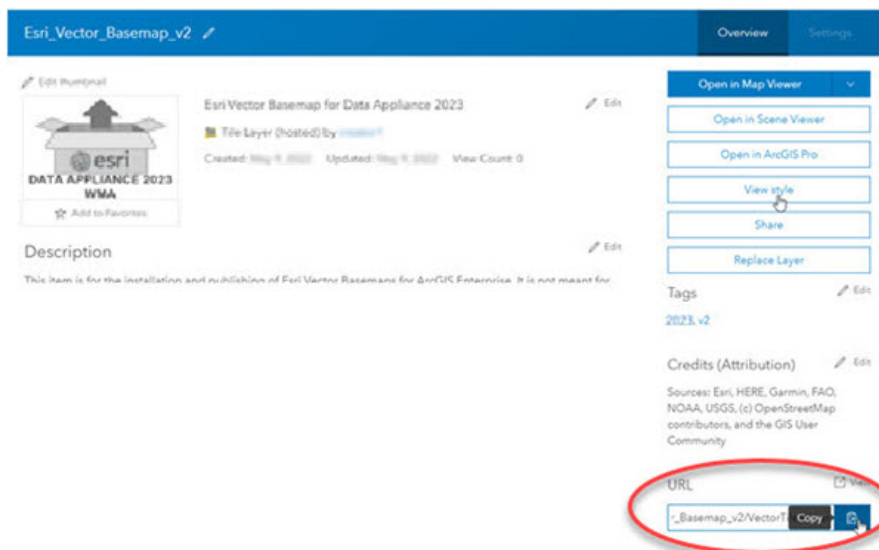
7. On the **Vector Style Publisher** dialog box, click the **Parameters** tab and do the following:



- a. For **Folder containing vector styles**, browse to the location of the VectorBasemapStyles folder on your local computer, for example, C:\Projects\Esri_Vector_Basemaps_2023\VectorBasemapStyles\WMA_Styles\WMA_NewUser.
- b. For **Vector Tile Service URL**, provide the URL of the Esri Vector Basemap hosted tile layer, for example, https://portalname.domain.com/server/rest/services/Hosted/Esri_Vector_Basemap_v2/VectorTileServer.

Note:

The vector tile service URL is in the **URL** section of the **Esri_Vector_Basemap_v2** hosted tile layer item page. Click the **Copy** button and paste the URL in the **Vector Tile Service URL** parameter text box.



- c. For **Metadata folder name**, keep the default name **metadata**.

Note:

If you are using a portal with PKI authentication, expand **PKI Authorization** and provide values for the **PKI_Certificated_file_(.pfx)** and **PKI Private Password** parameters.



If you are using a portal with Linux LDAP authentication, expand **Linux LDAP** and provide information for the **Sign In Username** and **Sign In Password** parameters.

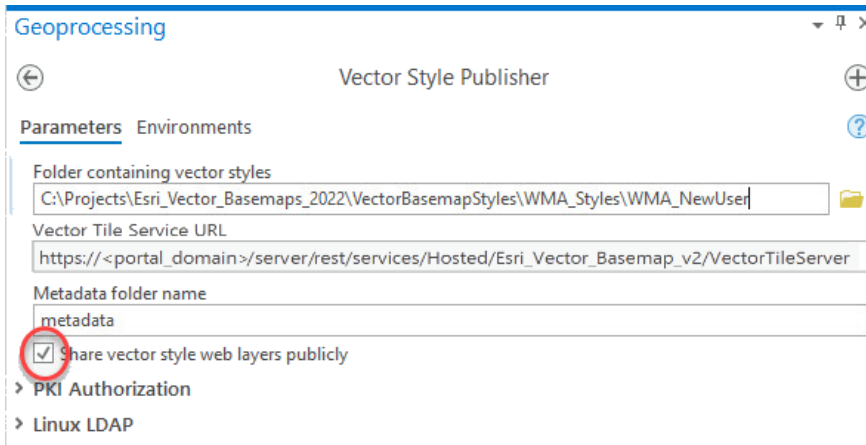


d. Click **Run**.

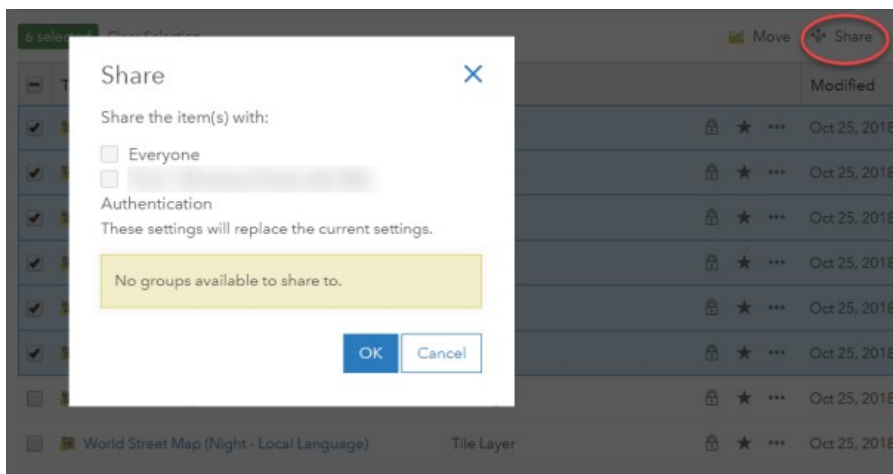
The 51 vector tile layers (map styles) are created in your assigned ArcGIS Enterprise account. You can view the items in **My Content**. Fifty-three items are listed: 51 vector tile layers, the .vtpk file, and the hosted tile layer.

Share tile layers (map styles)

The items created are private unless you check the **Share vector style web layers publicly** check box to make them public.

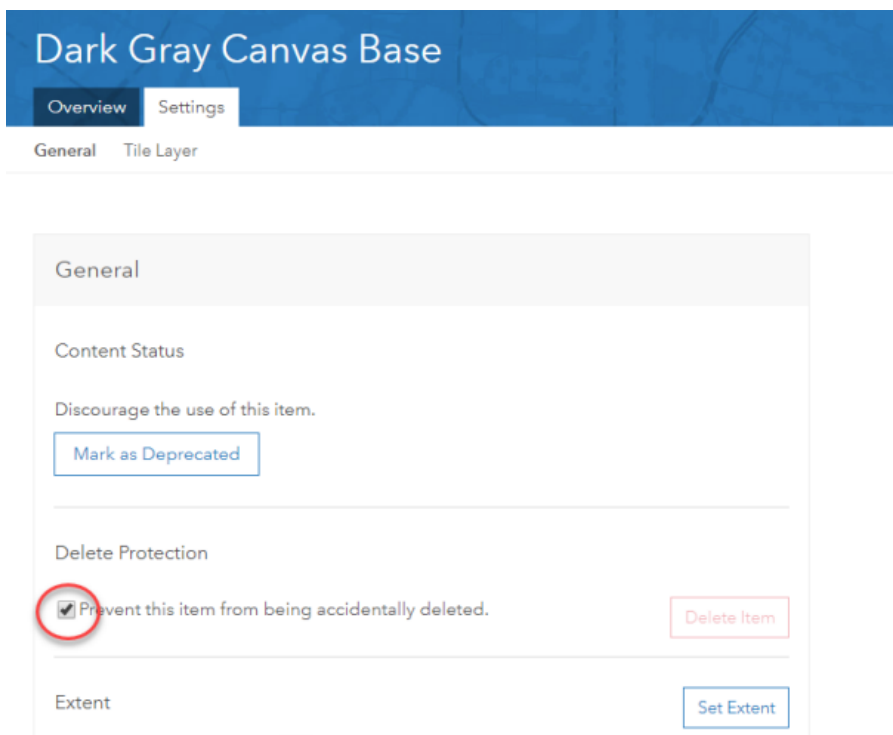


Alternatively, you can select the map items in your portal and change the sharing settings.



Note:

Delete protection for all items is applied on publishing the tile layers. To change the protection setting, open the item and click the **Settings** tab. Under **Delete Protection**, uncheck **Prevent this item from being accidentally deleted** and click **Save**.



Once you set up Esri Vector Basemaps, you can do the following:

- [Use Esri Vector Basemaps](#)
- [Customize styles](#)
- [Localize styles](#)

Set up Esri Vector Basemaps (existing user)

Follow the workflows below to update Esri Vector Basemaps in WMA.

 **Note:**

To use Esri Vector Basemaps in the GCS format, complete the steps using the information for GCS.

For information about what's included with Esri Vector Basemaps, see [Esri Vector Basemaps content](#) and [What's new](#).

You'll use the following workflow to update Esri Vector Basemaps:

1. [Upload the package to your ArcGIS Enterprise portal](#)
2. [Publish the new hosted tile layer \(service\)](#)

 **Note:**

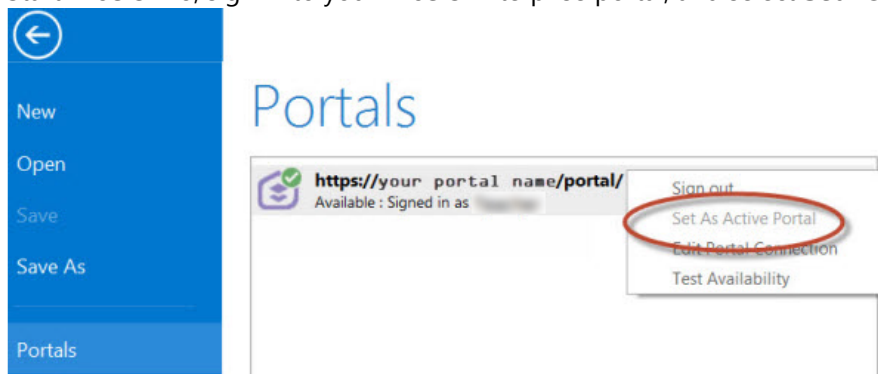
The title of the new hosted tile layer must be different than the title of the existing hosted tile layer (for example, the name of the new layer is Esri_Vector_Basemap_DA2023_v2).

3. [Replace the existing hosted tile layer \(service\) with the new hosted tile layer](#)
4. [Update existing tile layers \(map styles\)](#)
5. [Share tile layers \(map styles\)](#)

Upload the package to your ArcGIS Enterprise portal

First, you must copy the entire USB flash drive contents to your local computer if you have not already done so. Review the [system requirements](#) to confirm that you can deploy the Esri Vector Basemaps update.

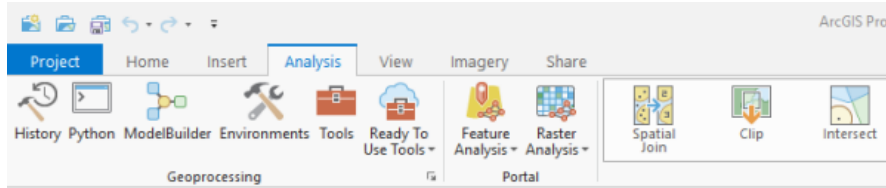
1. Start ArcGIS Pro, sign in to your ArcGIS Enterprise portal, and select **Set As Active Portal**.



 **Note:**

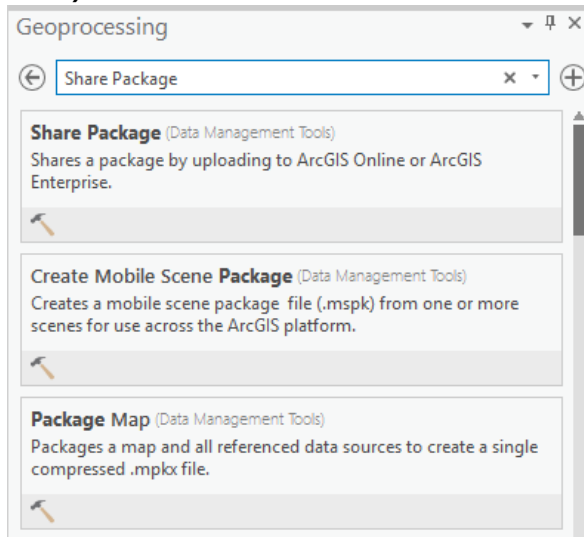
You must sign in and connect to your portal before you proceed. You cannot provide your portal username and password when using the Share Package tool later in these instructions. The tool obtains your credentials from ArcGIS Pro.

2. Create a project.
3. Click the **Analysis** tab, and click **Tools** in the **Geoprocessing** group.



The **Geoprocessing** pane appears.

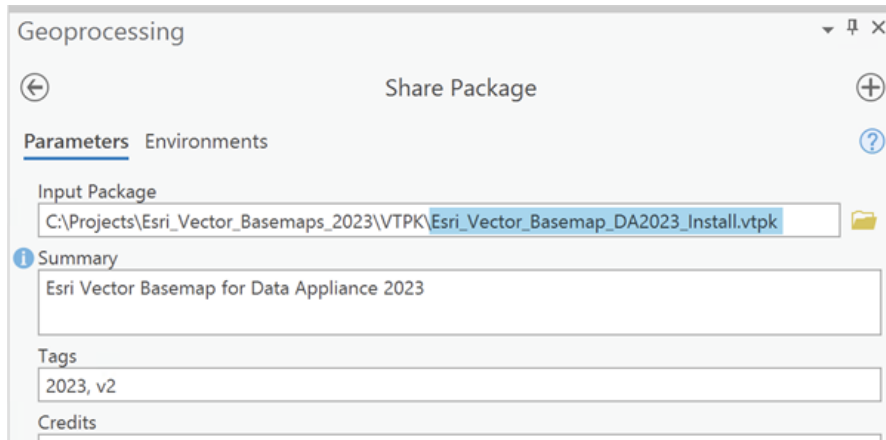
4. In the **Geoprocessing** pane, search for **Share Package**, and select the **Share Package (Data Management Tools)** tool from the search results.



5. On the **Share Package** dialog box, do the following:
 - a. For **Input Package**, provide the path to the vector tile package, for example, C:\Projects\Esri_Vector_Basemaps_2023\VTPK\Esri_Vector_Basemap_DA2023_Install.vtpk.
 - b. For **Summary**, type Esri Vector Basemap for Data Appliance 2023.
 - c. For **Tags**, type 2023, v2.

⚠ Caution:

Do not change the **Credits** parameter value and do not check the **Everybody** or **Within Organization** check boxes for sharing.



6. Click **Run**.

It will take approximately 30 to 120 minutes to upload the package to your portal. A **Share Package Uploaded Successfully** message appears in the **Share Package** window once the upload is complete.

7. Through your portal, confirm that the .vtpk file uploaded successfully.

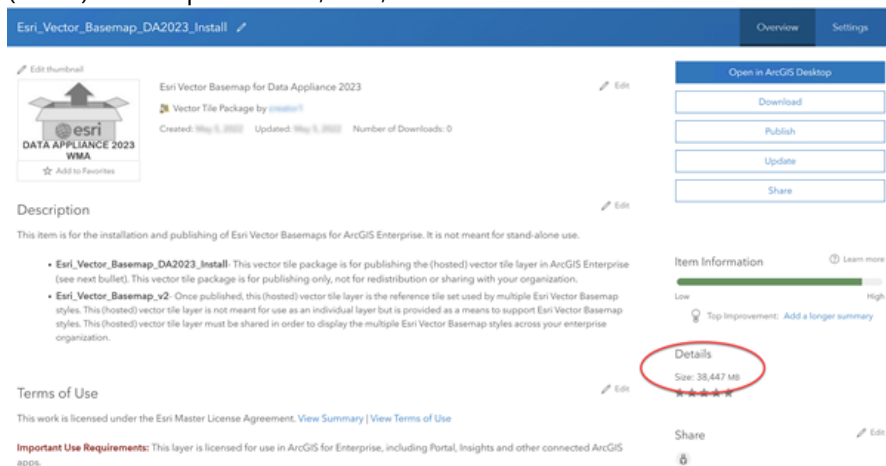
a. Open a web browser and sign in to your portal.

The Esri_Vector_Basemap_DA2023_Install tile package is located in the root folder.

b. Confirm that the **Size** value of the tile package matches the size for your vector tile package and Enterprise version in the following table and **Shared with** indicates that the item is not shared.

Vector tile package .vtpk file	Enterprise version	Size
Esri_Vector_Basemap_DA2023_Install.vtpk (WMA)	10.8.1, 10.9, 10.9.1	38,447 MB
	11.0	40,315 MB
Esri_Vector_Basemap_GCS_DA2023_Install.vtpk (WGS84)	10.8.1, 10.9, 10.9.1	37,998 MB
	11.0	39,844 MB

Your item will look similar to the following when uploading Esri_Vector_Basemap_DA2023_Install.vtpk (WMA) in Enterprise 10.8.1, 10.9, and 10.9.1:



 **Note:**

If the size is not correct, delete the item and upload the Esri_Vector_Basemap_DA2023_Install tile package again. You may want to discuss the problem with your portal administrator.

For the Esri_Vector_Basemap_GCS_DA2023_Install tile package, if the Size is not correct, delete the item and upload it again.

See the [Troubleshooting Esri Vector Basemaps](#) topic for more information.

Publish the new hosted tile layer (service)

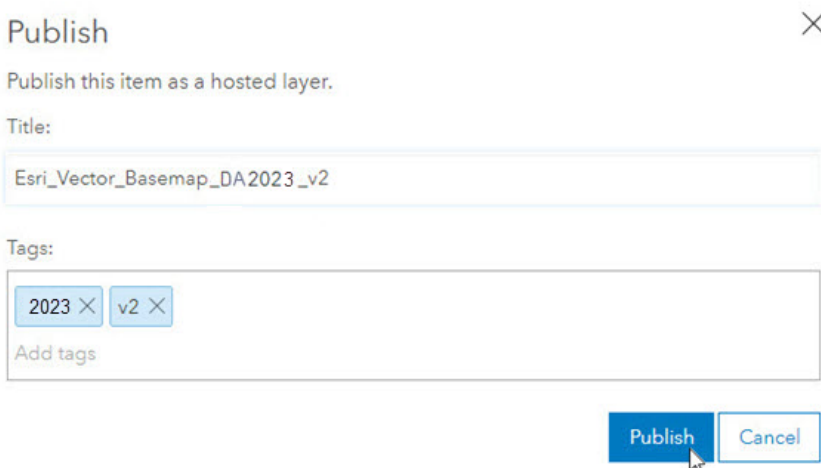
Now you'll publish the Esri Vector Basemap hosted tile layer service from your portal.

1. Sign in to your ArcGIS Enterprise portal.

 **Note:**

Your account must have publishing credentials.

2. In **My Content**, go to the item page for the vector tile package (Esri_Vector_Basemap_DA2023_Install.vtpk) you uploaded to your portal.
3. Click **Publish**, change the title to Esri_Vector_Basemap_DA2023_v2, and click **Publish** again.



 **Note:**

For the GCS tile package, use the Esri_Vector_Basemap_GCS_DA2023_Install.vtpk file. Change the title to Esri_Vector_Basemap_GCS_DA2023_v2 for the hosted tile layer that gets published.

 **Note:**

It will take 30 to 120 minutes to create the hosted layer, depending on your system configuration.

The Esri_Vector_Basemap_DA2023_v2 hosted tile layer is created.

<input type="checkbox"/>	Title		
<input type="checkbox"/>	Esri_Vector_Basemap_DA2023_v2	Tile Layer (hosted)	
<input type="checkbox"/>	Esri_Vector_Basemap_DA2023_Install	Vector Tile Package	

Replace the existing hosted tile layer (service) with the new hosted tile layer (service)

Next, you'll replace the 2022 basemap hosted tile layer (service) with the 2023 hosted tile layer (service).

1. Sign in to your ArcGIS Enterprise portal.

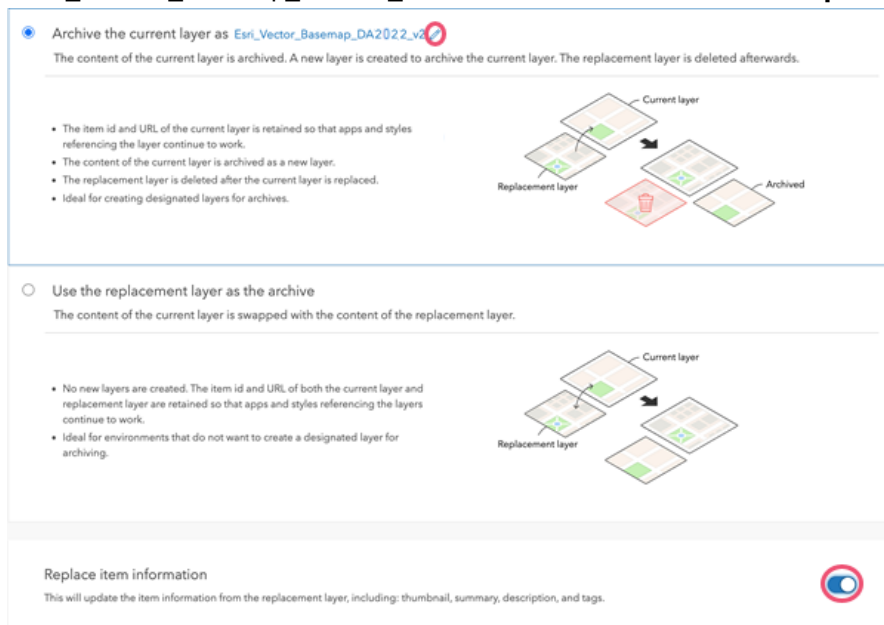
Note:

Your account must have publishing credentials.

2. In **My Content**, go to the item page for the **Esri_Vector_Basemap_v2** vector tile service.
3. Click **Replace Layer**.

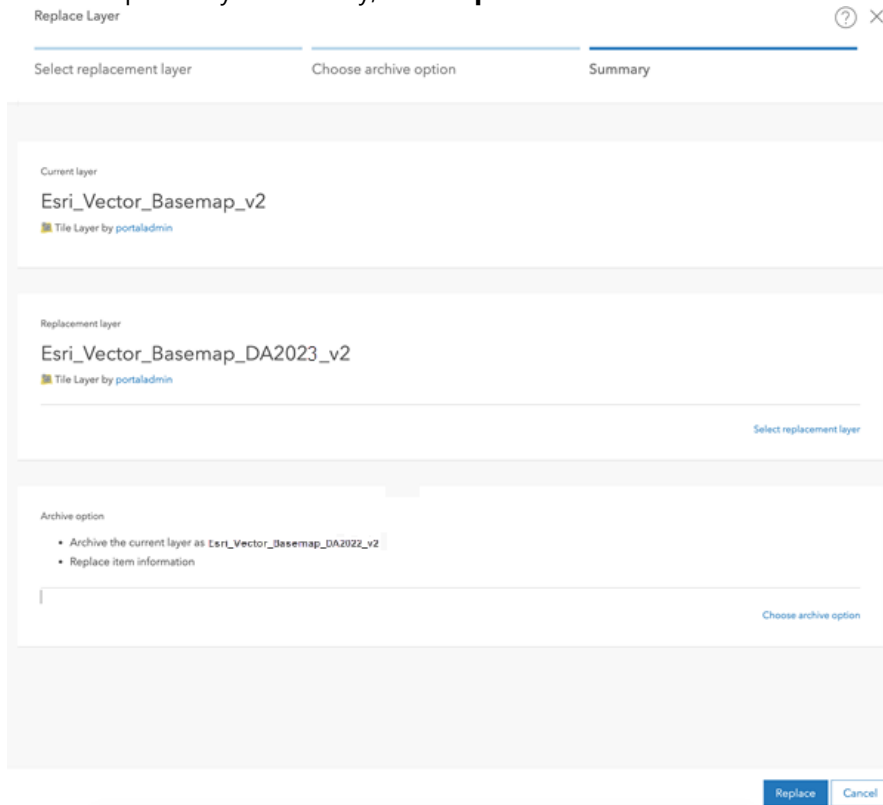


4. Click **Select**.
5. For **Archive the current layer as**, click the edit button and change the value to **Esri_Vector_Basemap_DA2022_v2** and click **Save**. Then, scroll to **Replace item information** and turn it on.



6. Click **Next**.

7. On the Replace Layer summary, click **Replace**.



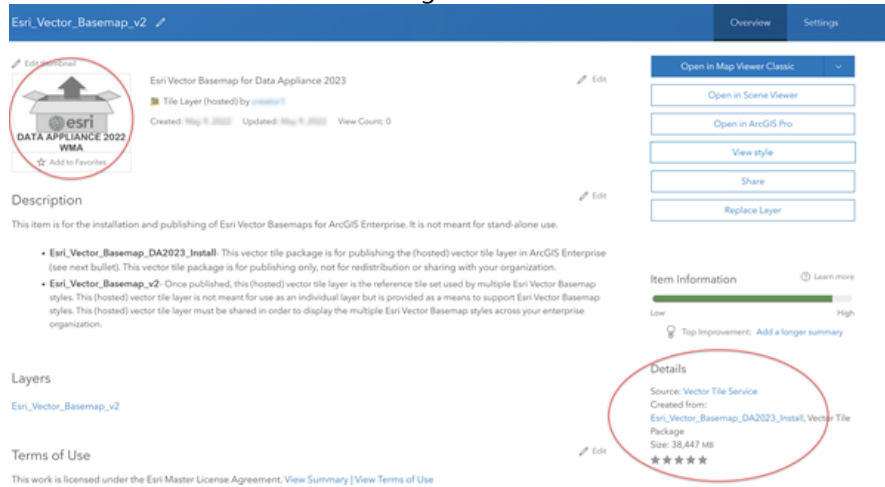
Note:

The current layer starts as DA2022. The replacement layer is DA2023. You are archiving the DA2022 hosted tile layer, and the current layer (Esri_Vector_Basemap_v2) now displays the DA2023 hosted tile layer. Replacing the tile set allows the item ID and URL paths to remain intact, so maps and apps continue to work with the current layer and display the new DA2023 basemap content.

The **Success** message flashes briefly at the top of the screen.

8. To verify a successful replacement, in **My Content**, go to the item page for the **Esri_Vector_Basemap_v2** vector tile service.

Your item will look like the following:



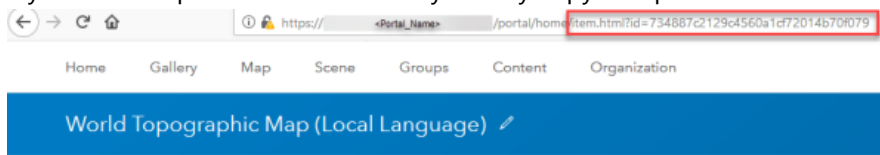
Note:

The thumbnail is not replaced, but the summary is Esri Vector Basemap for Data Appliance 2023 and the details indicate it was created from the Esri_Vector_Basemap_DA2023_Install Vector Tile Package.

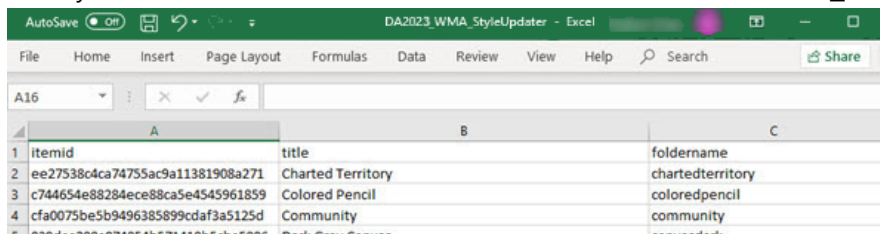
Update existing tile layers (map styles)

Use the Vector Style Updater tool to update your existing layers.

1. Open the DA2023_WMA_StyleUpdater_template.csv file located in the C:\Projects\Esri_Vector_Basemaps_2023\Toolbox folder.
 - a. Include the item IDs of all your existing styles in the **itemid** column in this table. Obtain the item ID for each style from the portal URL for each style. Only copy and paste the series of letters and numbers after ...id=.



- b. Once you fill in the **itemid** column, save the file and rename it DA2023_WMA_StyleUpdater.csv.



Note:

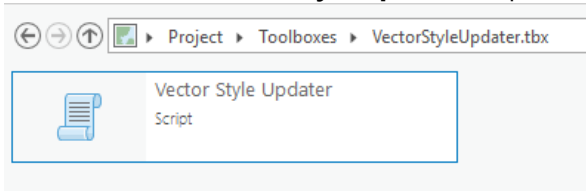
These are example item IDs. Use the IDs that are unique to your items in your portal.

2. Run the Vector Style Updater tool.
 - a. Start ArcGIS Pro, sign in to your ArcGIS Enterprise portal, and select **Set As Active Portal**.
 - b. Create a project.

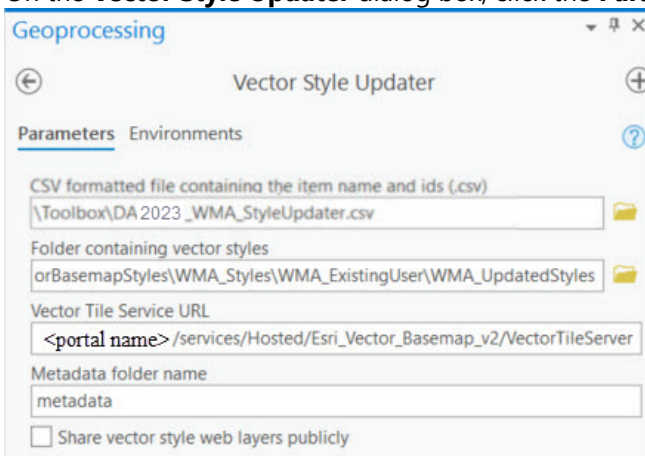
- c. Click the **View** tab, click **Catalog View** in the **Windows** group, right-click **Toolboxes**, and click **Add Toolbox**.
- d. Browse to the location on your local computer where you copied the contents of the USB flash drive, click **VectorStyleUpdater.tbx**, and click **OK**.

The VectorStyleUpdater toolbox is added to the project.

- e. Double-click **Toolboxes**, and double-click **VectorStyleUpdater.tbx**.
- f. Double-click the **Vector Style Updater** script.



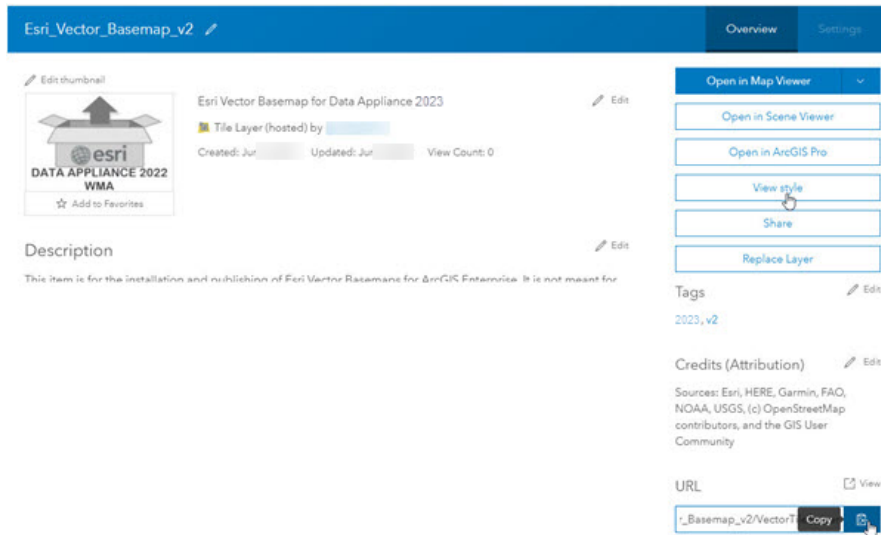
- g. On the **Vector Style Updater** dialog box, click the **Parameters** tab and do the following:



- i. For **CSV formatted file containing the item name and ids (.csv)**, browse to the location of the DA2023_WMA_StyleUpdater.csv file on your local computer.
- ii. For **Folder containing vector styles**, browse to the location of the WMA Updated Styles folder on your local computer, for example, C:\Projects\Esri_Vector_Basemaps_2023\VectorBasemapStyles\WMA_Styles\WMA_ExistingUser\WMA_UpdatedStyles.
- iii. For **Vector Tile Service URL**, provide the URL of the Esri Vector Basemap tile layer that you replaced above, for example, https://portalname.domain.com/server/rest/services/Hosted/Esri_Vector_Basemap_v2/VectorTileServer.

Note:

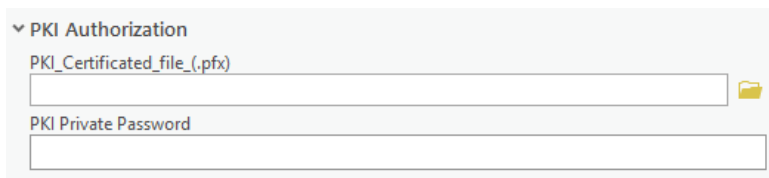
The vector tile service URL is in the URL section of the **Esri_Vector_Basemap_v2** hosted tile layer item page. Click the **Copy** button and paste the URL in the **Vector Tile Service URL** parameter text box.



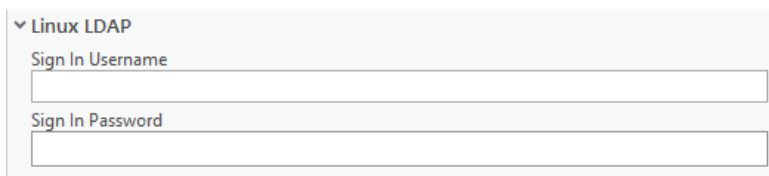
iv. For **Metadata folder name**, keep the default name **metadata**.

Note:

If you are using a portal with PKI authentication, expand **PKI Authorization** and provide values for the **PKI_Certificated_file (.pfx)** and **PKI Private Password** parameters.



If you are using a portal with Linux LDAP authentication, expand **Linux LDAP** and provide values for the **Sign In Username** and **Sign In Password** parameters.



3. Click **Run**.

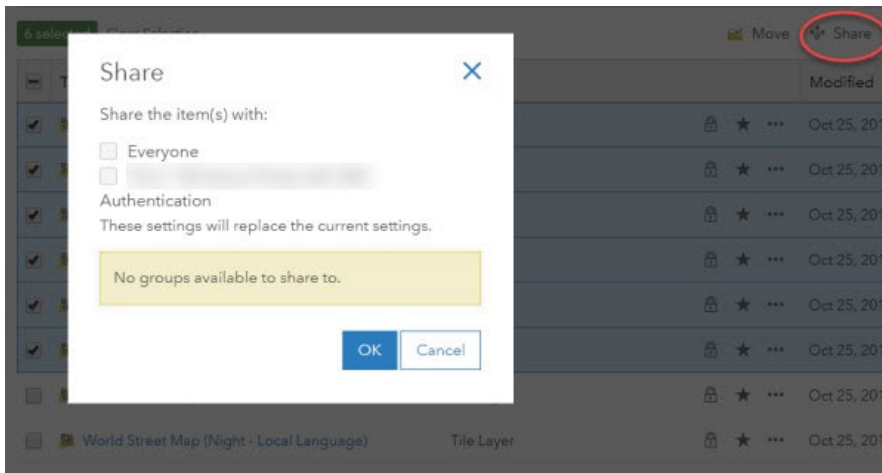
It can take up to a minute to update each existing style in your portal using the Vector Style Updater tool.

The VectorStyleUpdater toolbox displays a successful update message when complete.

Thirty-three of the existing 51 vector tile layers (map styles) are updated in your assigned ArcGIS Enterprise account.

Share tile layers (map styles)

The items initially created are private unless you made them public through the **Publisher toolbox** dialog box or by selecting the map items in your portal and changing the sharing settings.



Once you set up the Esri Vector Basemaps update, you can do the following:

- [Use Esri Vector Basemaps](#)
- [Customize styles](#)
- [Localize styles](#)

Troubleshooting Esri Vector Basemaps

Listed below are issues you may encounter when working with Esri Vector Basemaps content as well as recommended solutions.

- [What if the size of the uploaded .vtpk file does not match the size of the source .vtpk file?](#)
- [What if I encounter the There was an error message when I try to publish the service?](#)
- [What do I do if the progress bars keep loading when I'm trying to publish my service?](#)

What if the size of the uploaded .vtpk file does not match the size of the source .vtpk file?

If your tile layer (hosted) service did not publish successfully, an issue may have occurred during the upload of the vector tile package (.vtpk) to your portal. The size of the .vtpk file on disk and the size of the uploaded file on your portal must match.

Confirm that the **Size** value of the tile package matches the size of the vector tile package and Enterprise version in the following table:

Vector tile package .vtpk file	Enterprise version	Size
Esri_Vector_Basemap_DA2023_Install.vtpk (WMA)	10.8.1, 10.9, 10.9.1	38,447 MB
	11.0	40,315 MB
Esri_Vector_Basemap_GCS_DA2023_Install.vtpk (WGS84)	10.8.1, 10.9, 10.9.1	37,998 MB
	11.0	39,844 MB

You can check the size of the uploaded vector tile package (supporting the service) on the item details page. The following screenshot shows the Esri_Vector_Basemap_DA2023_Install vector tile package details in Enterprise 10.8.1, 10.9, or 10.9.1.

Details

Size: 38,447 MB



Share



If the size does not match, check the log via the server manager to see if there are any errors.

In some cases, the ArcGIS Pro Share Package geoprocessing tool may have produced a **Success** message, but when you check the size of the .vtpk file on the item details page, it does not match. Here are some things that you can try to resolve this issue:

- Upload the .vtpk file again. First, delete the Esri_Vector_Basemap_DA2023_Install.vtpk or Esri_Vector_Basemap_GCS_DA2023_Install.vtpk file from your portal. Next, upload the Esri_Vector_Basemap_DA2023_Install.vtpk or Esri_Vector_Basemap_GCS_DA2023_Install.vtpk file again using the ArcGIS Pro Share Package geoprocessing tool.

- Verify with your portal administrator that there is at least 82 GB of disk space per .vtpk file available on your Enterprise 11.0 portal. Enterprise 10.8.1, 10.9, or 10.9.1 requires at least 78 GB of disk space per .vtpk file. Make sure there is space on <ArcGIS portal install drive>\arcgis\arcgisportal where the content items are stored.
- Verify that you are using a supported version of ArcGIS Pro. See the [system requirements](#) for details.

Contact Esri [Technical Support](#) if you still cannot successfully upload the .vtpk file.

 **Note:**

The following answers reflect troubleshooting of the WMA vector tile package and service. To troubleshoot the GCS vector tile package and service, you must take the GCS naming into consideration.

What if I encounter the There was an error message when I try to publish the service?

Work with your system administrator to check the ArcGIS Server Manager logs.

If there is an error due to a geoprocessing service (PublishingTools) timing out or crashing, you may have skipped a [system requirements](#) step. Confirm that you changed the value of **The maximum time a client can use a service** to 21,600 seconds.

Once you have updated the geoprocessing service maximum time, do the following:

1. On your server, delete the Esri_Vector_Basemap_v2 or Esri_Vector_Basemap_GCS_v2 hosted tile layer.
2. On the ArcGIS Server machine, delete the job in the <ArcGIS_Server_Install_Path>\arcgis\arcgisserver\directories\arcgisjobs\system\publishingtools_gpserver\<Job_ID> folder.

 **Note:**

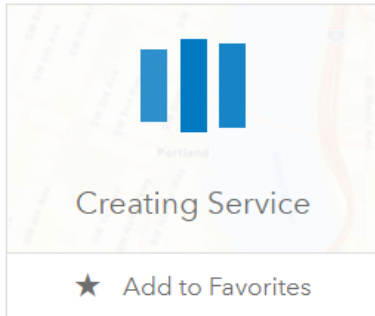
You can find the job ID in the log file.

3. Restart the server.
4. For Enterprise version 11.0, verify that you have at least 82 GB of available space per .vtpk file on ArcGIS Server. For Enterprise version 10.8.1, 10.9, or 10.9.1, verify that you have at least 78 GB of available space per .vtpk file on ArcGIS Server.
5. In your portal, publish the Esri_Vector_Basemap_v2 or Esri_Vector_Basemap_GCS_v2 tile layer again.

What do I do if the progress bars keep loading when I'm trying to publish my service?

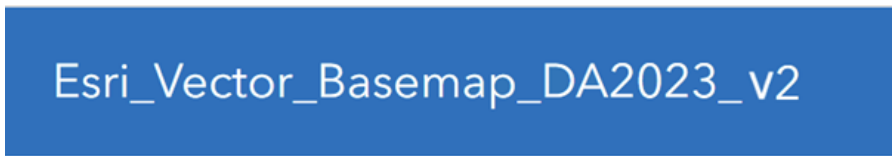


 Edit Thumbnail



If the **Creating Service** animated bars continue to load after two hours, the browser connection to the portal may have failed.

Sign out of the portal and sign in again to see if the thumbnail has changed to the Data Appliance 2023 icon, because the browser connection does not affect the creation of the service.



 Edit thumbnail



Esri Vector Baser

 Vector Tile Pac

Created: May 5, 20

If the thumbnail changes to the Data Appliance 2023 icon, verify that the map displays as expected.

Additional resources

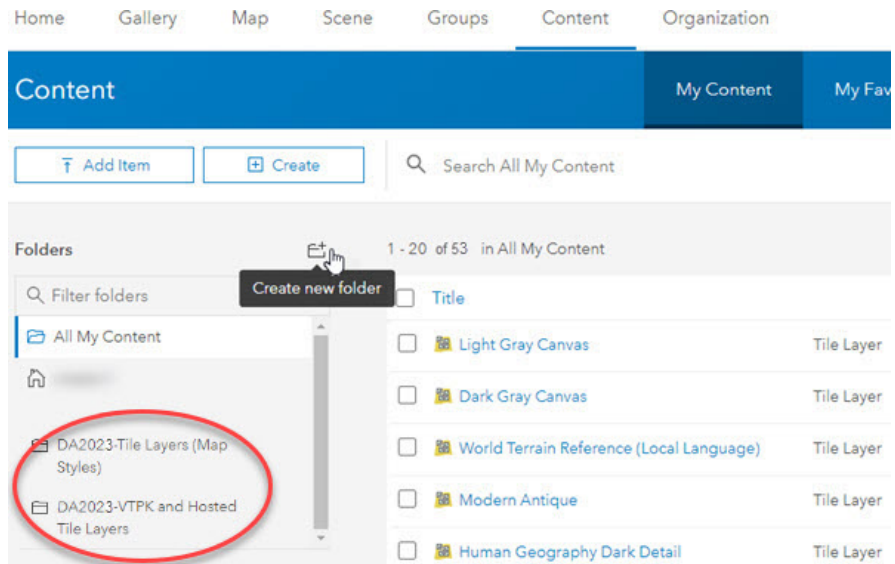
The following resources are available for Esri Vector Basemaps:

- [ArcGIS Data Appliance 2023: Esri Vector Basemaps help](#) [PDF]
- [ArcGIS Data Appliance 2023: Esri Vector Basemaps New user information video](#) [captioned MP4] demonstrating uploading, updating, and publishing Esri Vector Basemaps to your portal
- [ArcGIS Data Appliance 2023: Esri Vector Basemaps Existing user information video](#) [captioned MP4] demonstrating uploading, updating, and publishing Esri Vector Basemaps to your portal
- [ArcGIS Data Appliance: Esri Vector Basemap Reference Document \(v2\)](#) [PDF]
- [Tile layers](#), [Customize basemaps](#), and [Choose basemap](#) in the Portal for ArcGIS help
- [New ways of customizing Esri Vector Basemaps](#) blog post
- [Create a custom basemap style](#) using the ArcGIS Vector Tile Style Editor on the ArcGIS Developer website

Use

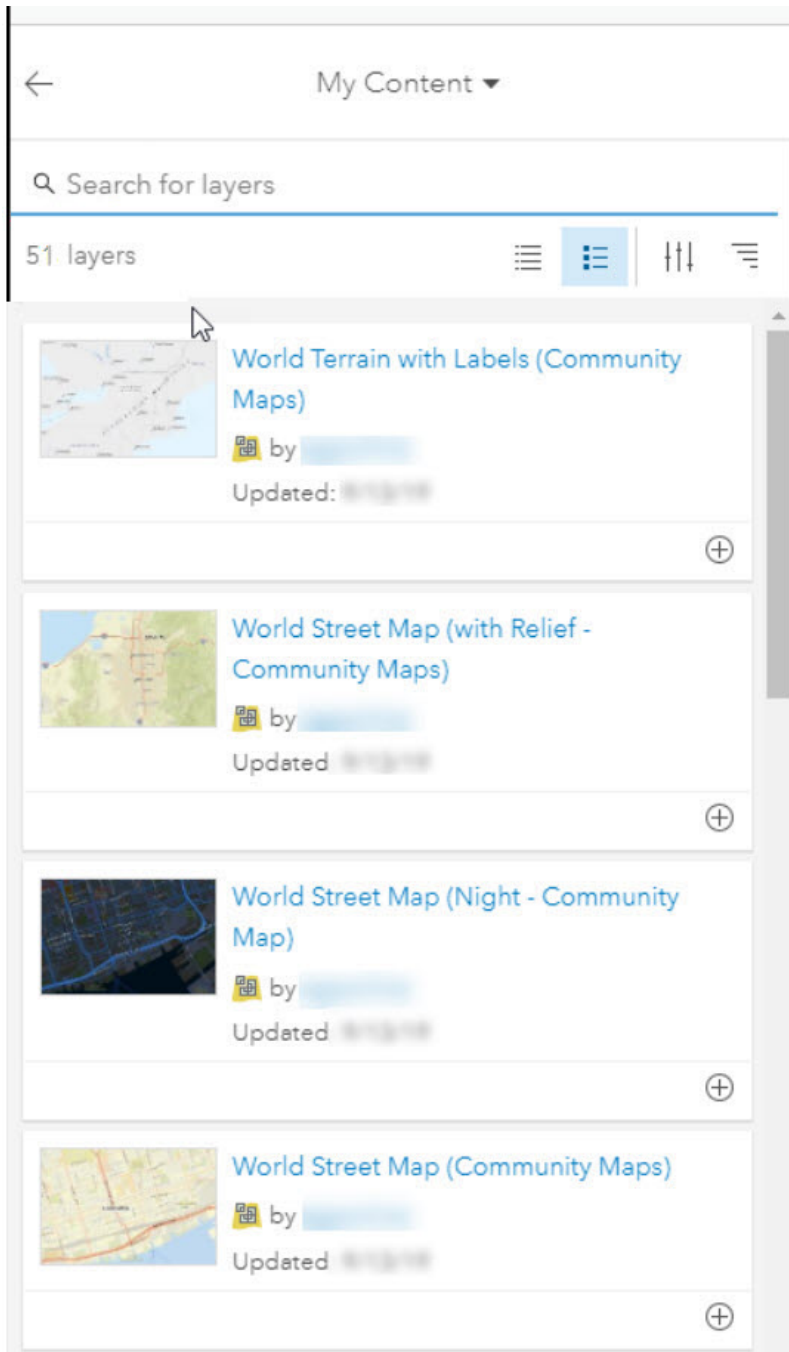
Use Esri Vector Basemaps

With the addition of vector tile packages (.vtpk), hosted tile layers, and tile layers in your portal, a number of items appear in your ArcGIS Enterprise **Content** window. With the correct administrative privileges, you can create folders, groups, and categories. By creating folders and moving items into them, you can organize your **Content** window to make it easier to find the items you are looking for. The following image shows some folder name suggestions. See [Manage content](#) in the Portal for ArcGIS help for information about managing content in ArcGIS Enterprise.

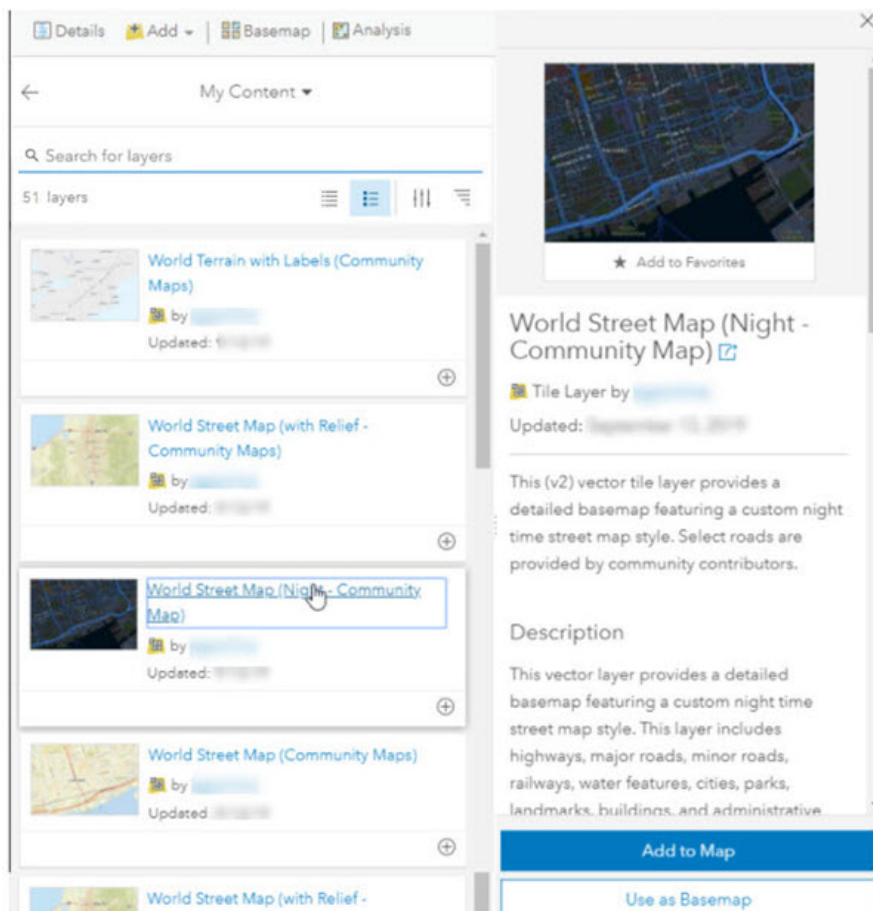


You can use Esri Vector Basemaps in your applications in the following ways:

- Add the 51 map tile layers (styles) to a map in ArcGIS Pro or to Map Viewer Classic in your Enterprise portal.

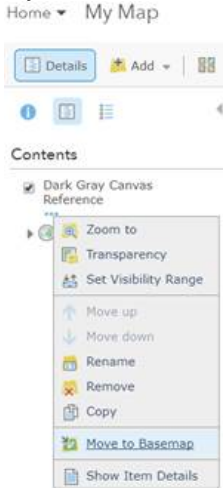


- Add the tile layers (styles) to an existing basemap, or add them as the basemap.

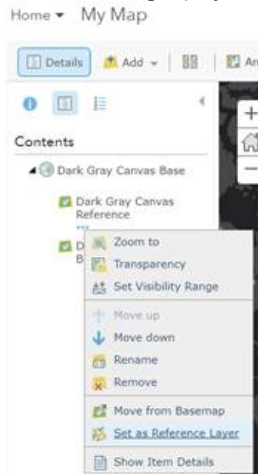


- You can use 17 of the 51 map tile layers (styles) with a raster layer—World Hillshade, World Imagery, or World Ocean Base—as the basemap in their web map.
 - Charted Territory—World Hillshade
 - Modern Antique—World Hillshade
 - National Geographic Style—World Hillshade
 - National Geographic Style (Local Language)—World Hillshade
 - World Street Map (with relief)—World Hillshade
 - World Street Map (with relief - Community Maps)—World Hillshade
 - World Terrain Base—World Hillshade
 - World Terrain Reference—World Hillshade
 - World Terrain Reference (Local Language)—World Hillshade
 - World Terrain with Labels—World Hillshade
 - World Terrain with Labels (Community Maps)—World Hillshade
 - World Topographic Map—World Hillshade
 - World Topographic Map (Local Language)—World Hillshade
 - Hybrid Reference Layer—World Imagery

- Hybrid Reference Layer (Community Maps)—World Imagery
- Hybrid Reference Layer (Local Language)—World Imagery
- World Ocean Reference—World Ocean Base
- If you have a tile layer (style) in your map, you can be move it to the basemap.



- Move the Dark Gray and Light Gray Canvas Reference layers to the basemap and set them as the reference layer over the Canvas Base layer. You can also do this with the World Terrain Base and Reference, Hybrid Reference, Human Geography Labels, and Human Geography Dark Labels tile layers.



Customize styles

With ArcGIS Data Appliance: Esri Vector Basemaps, you can modify and customize the map style. You can customize the map by changing the hex color codes of map features or labels, removing feature classes, changing fonts (face, size, and color), or making other edits. For more information, see the [vector basemap blog post](#) on the ArcGIS Blog website.

Customization requires changes to the map style's `resources\styles\root.json` file. There are two main ways to customize your maps: add a style to the map in Map Viewer Classic or copy a `root.json` style from the USB flash drive. In ArcGIS Enterprise, you can use the ArcGIS Vector Tile Style Editor. Then you can edit the custom style map item to include a new thumbnail and update the item's information for your custom style.

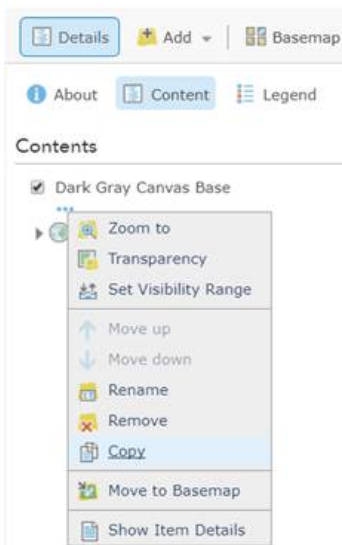
Add a style to the map in Map Viewer Classic and rename the style

To add a style using Map Viewer Classic, complete the following steps:

1. In your Enterprise portal, open the style you want to customize in Map Viewer Classic, for example, Dark Gray Canvas Base.

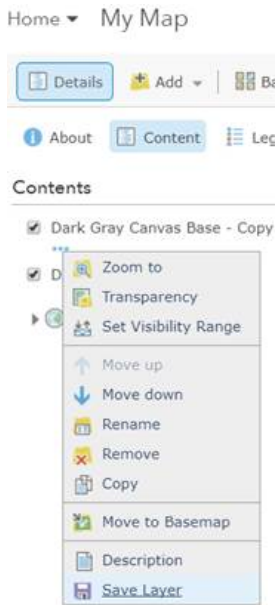
2. Click **More Options** , and select **Copy**.

Home ▾ My Map



A new Dark Gray Canvas Base - Copy layer is added to the top of the **Contents** pane.

3. Click **More Options** , and select **Save Layer**.



4. Rename the style, for example, Custom Canvas Base, and select the portal folder where you want to save the new style.
5. In **My Content**, go to the item page for the new style, and click the **Download style** button.



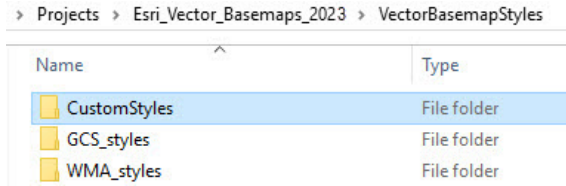
The style (root.json file) is saved to your computer.

6. Open the root.json file in a text editor such as Adobe Brackets or Notepad++, and edit and save the file. Edits to the root.json file can be color value, line width, font size, and so on.
7. Validate the JSON using [JSONLint](#) or a similar JSON validation tool. You can also use this website to parse the JSON into a more user-friendly format before editing.
8. On the item page for the new style, click the **Update** button to update the item and load the modified root.json file from your computer to your portal.

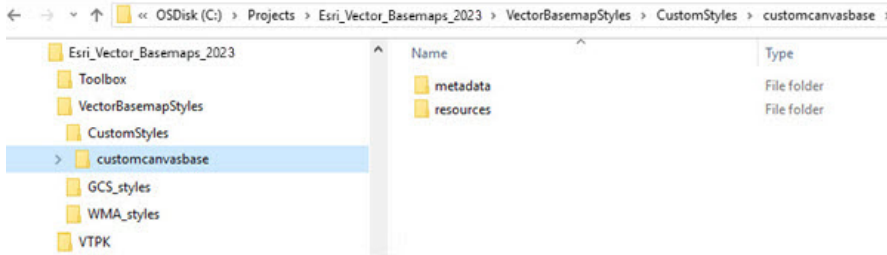
Copy a style from the USB flash drive and rename the map style directory

To copy a root.json style from the USB flash drive, complete the following steps:

1. On your local computer, create a directory called CustomStyles at the same directory level as the GCS and WMA directories.

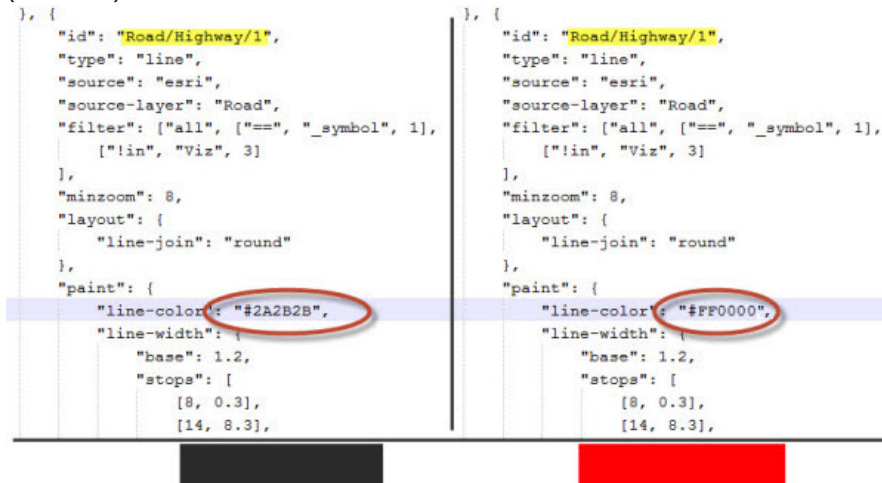


- Copy a style from the USB flash drive and rename the map style directory; for example, copy the canvasdarkbase directory into a new directory and change the name to customcanvasbase.



- In the new customcanvasbase directory, open the resources\styles\root.json file (for example, CustomStyles\customcanvasbase\resources\styles\root.json) in a text editor such as Adobe Brackets or Notepad++, edit the map code, and save the file.

An example of a style edit in the root.json file is changing the highways in dark gray (#2A2B2B) to red (#FF0000).



- In the new customcanvasbase directory, open the metadata\metadata.json file (for example, CustomStyles\customcanvasbase\metadata\metadata.json) in a text editor such as Adobe Brackets or Notepad++; edit "title":, replacing "Dark Gray Canvas Base" with a new map title, for example, "Custom Dark Base"; and then save the file.

```

4      "owner": "esri",
5      "orgId": " ",
6      "created": 1479914141000,
7      "modified": 1501816841000,
8      "guid": null,
9      "name": null,
10     "title": "Dark Gray Canvas Base",
11     "type": "Vector Tile Service",
12     "typeKeywords": ["Data", "Service", "Vector Tile Service"],
13     "description": "<div style='font-family:
    &quot;Avenir Next W01&quot;; &quot;Avenir Next W00&quot; font-family: &quot;Avenir Next&quot;; &quot;Avenir
  
```

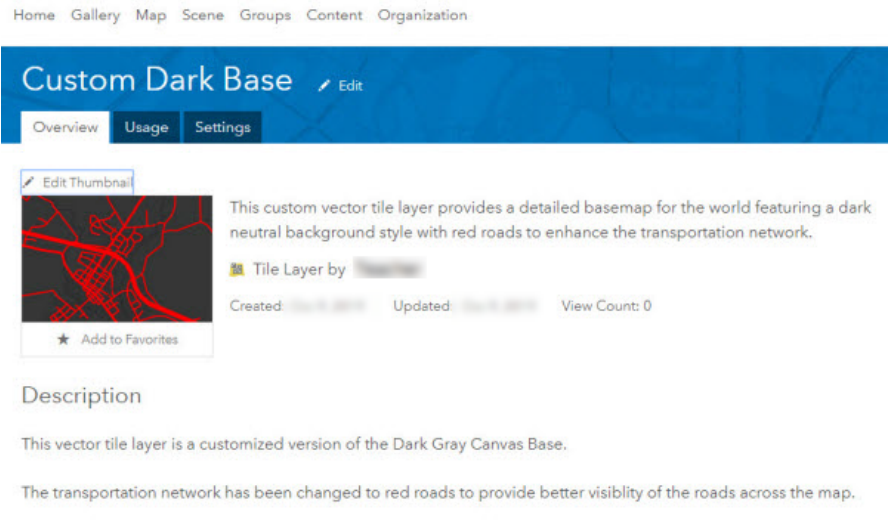
5. Validate the JSON using [JSONLint](#) or a similar JSON validation tool.
6. Perform the [Publish tile layers \(map styles\)](#) steps, this time pointing to the new directory containing your custom style.

The new style is created in your Enterprise portal under **My Content**. Following the naming conventions in steps 1–4 produces a new item in your portal named Custom Canvas Base.

Edit the custom style map item in your portal

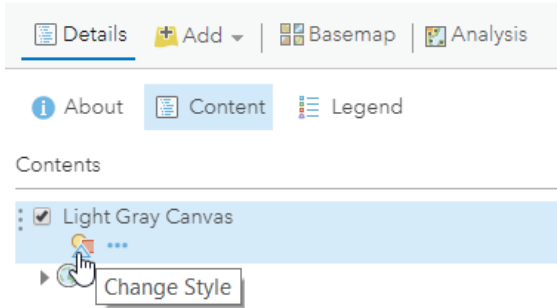
On the map item page of your custom map style, you can update the summary, description, tags, and thumbnail to better describe the new map you styled.

It is recommended that you apply **Delete Protection** to your custom style map item on the item's **Settings** tab.

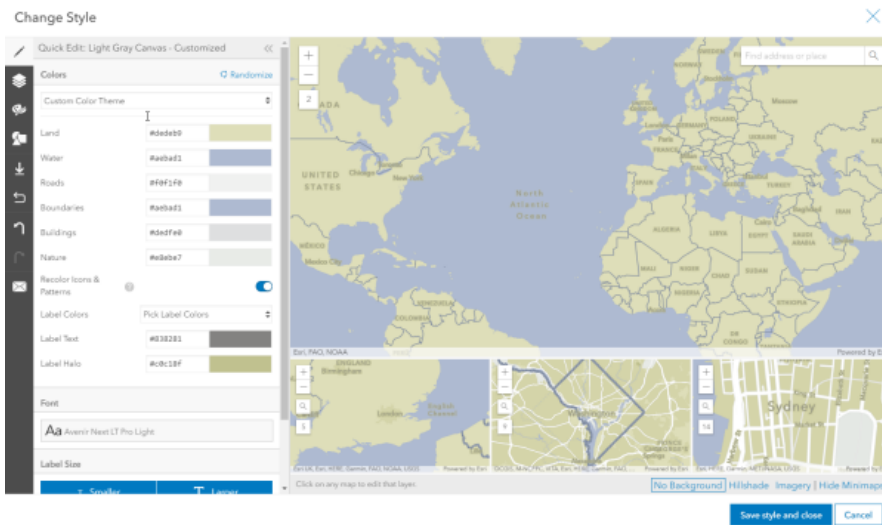


Esri Vector Tile Style Editor

You can customize vector map styles through an app in the Map Viewer Classic. Access the Style Editor from the **Change Style** button under any Esri vector basemap tile layer. Save the new style to your portal.



Styling options include the **Quick Edit** tool, in which layers are customized across groups of features, and the **Layer Style Editor** list for individual feature style controls. Colors, line weights, font faces, and sprite symbology are examples of the style changes that can be applied to your custom map item.



Information about using the ArcGIS Vector Tile Style Editor to [Create a custom basemap style](#) is available on the ArcGIS Developer website.

Localize Esri Vector Basemap styles

ArcGIS Data Appliance: Esri Vector Basemaps supports localizing select map labels into the languages listed below. The default map displays a primarily English global view. Localization is another form of basemap customization. As with other customization, there are two main ways to create a style for customization: add a style to the map in Map Viewer Classic or copy a `root.json` style from the USB flash drive. Review the information in the previous section on how to [Customize Esri Vector Basemap styles](#).

Localization changes the labels on the map for many of the small-scale features when the data supports it. Localize the map by changing the "text-field" value of the map style's `resources\styles\root.json` file. Use the corresponding codes for the language you want to display. It is also recommended that you change all "text-font" to an Arial Unicode font to allow all glyphs to display on the map. After the localization changes are applied to your JSON, validate the JSON using [JSONLint](#) or a similar tool, and [update or upload the new localized map style](#) as previously detailed in this help document.

Languages and codes supported in Data Appliance 2023

The following language codes are supported in Data Appliance 2023:

Language	Code
Arabic	ar
Chinese (Hong Kong)	zh_hk
Chinese (Simplified)	zh_s
Chinese (Taiwan)	zh_tw
Czech	cs
Danish	da
Dutch	nl
English	en
Estonian	et
Finnish	fi
French	fr
German	de
Greek	el
Hebrew	he
Italian	it
Japanese	ja
Korean	ko
Latvian	lv
Lithuanian	lt
Norwegian	no

Language	Code
Polish	pl
Portuguese (Brazil)	pt_br
Portuguese (Portugal)	pt_p
Romanian	ro
Russian	ru
Serbian	sr
Slovak	sk
Slovenian	sl
Spanish	es
Swedish	sv
Thai	th
Turkish	tr
Ukrainian	uk
Vietnamese	vi

Features supported for localization

The following features can have their "text-field" values changed to support these languages. The map labels that can be localized are primarily features displayed at small scale. At large scale, the default JSON labels the map in English "{_name_global}" or you can change it to the local language "{_name_local}" in each country where the map data supports it. Apply the small scale feature changes first, before any changes to large scale features. Using a text editor, find each "id" name and change its "text-field" value accordingly.

Small scale features

The default JSON for these features is "text-field": "{_name_global}". Listed below are the 88 "id" fields in the worldtopomap style JSON available for localization when the data supports it at primarily small scales. Other styles may have all or fewer of these features.

For example, to display the map in Chinese (Simplified), the JSON for each of these features changes "text-field": "{_name_global}" to "text-field": "{_name_zh_s}", for French, "text-field": "{_name_fr}", and so on.

Water point/Sea or ocean	Water area large scale/label/River	City large scale/medium	City small scale/large non capital
Water point/Island	Water area large scale/label/Lake or lake intermittent	City large scale/large	City small scale/large admin0 capital
Water point/Dam or weir	Water area medium scale/label/Default	City large scale/x large	City small scale/x large non capital
Water point/Playa	Water area small scale/label/Default	City small scale/town small non capital	City small scale/x large admin1 capital

Water point/Canal or ditch	Marine waterbody/label/small	City small scale/town large non capital	City small scale/x large admin0 capital
Water point/Stream or river	Marine waterbody/label/medium	City small scale/small non capital	Admin0 point/2x large
Water point/Lake or reservoir	Marine waterbody/label/large	City small scale/medium non capital	Continent
Water point/Bay or inlet	Marine waterbody/label/x large	City small scale/other capital	Disputed label point/ Island
Water line/label/Default	Marine waterbody/label/2x large	City small scale/town large other capital	Disputed label point/ Waterbody
Water line large scale/label/Default	Indigenous/label/Default	City small scale/small other capital	Landform/label/Round small
Water line medium scale/label/Default	Military/label/Default	City small scale/medium other capital	Landform/label/Round medium
Water line small scale/label/Default	Admin1 forest or park/label/Default	Admin0 point/x small	Landform/label/Round large
Water area/label/Dam or weir	Admin0 forest or park/label/Default	Admin0 point/small	Landform/label/Round x large
Water area/label/Playa	Admin1 area/label/x small	Admin0 point/medium	Landform/label/Round small
Water area/label/Canal or ditch	Admin1 area/label/small	Admin0 point/large	Landform/label/Round small point
Water area/label/Small river	Admin1 area/label/medium	Admin0 point/x large	Landform/label/Round medium
Water area/label/Large river	Admin1 area/label/large	City small scale/town small admin0 capital	Landform/label/ Oblong medium point
Water area/label/Small lake or reservoir	Admin1 area/label/x large	City small scale/town large admin0 capital	Landform/label/ Oblong large
Water area/label/Large lake or reservoir	Admin1 area/label/2x large	City small scale/small admin0 capital	Landform/label/ Oblong large point
Water area/label/Bay or inlet	City large scale/town small	City small scale/medium admin0 capital	Landform/label/ Oblong x large
Water area/label/Small island	City large scale/town large	City small scale/large other capital	Landform/label/ Oblong x large point
Water area/label/Large island	City large scale/small	City small scale/x large admin2 capital	Disputed label point/ Admin0

Large scale features

Apply JSON changes to the small scale features first. For large scale features, the default JSON is "text-field": "{_name_global}" and displays labels in English. If you are changing the map to the local language in each country where the data supports it, the JSON for these features changes to "text-field": "{_name_local}". Find and replace "{_name_global}" with "{_name_local}" throughout the JSON file. Listed below are the 47

"id" fields in the streetmap style JSON available for local language in each country where the data supports it. Other styles may have all or fewer of these features.

For example, "text-field": "{_name_global}" becomes "text-field": "{_name_local}".

Ferry/label/Ferry	Pedestrian/label/Default	Government/label/Default	Education/label/Default
Marine park/label/Default	Road/label/Pedestrian	Finance/label/Default	Medical/label/Default
Marine area/label/Default	Road/label/Local	Emergency/label/Default	Airport/label/Airport property
Ferry/label/Rail ferry	Road /label/Minor	Transportation/label/Default	Exit/Default
Railroad/label/Default	Road/label/Major	Beach/label/Default	Point of interest/Bus station
Trail or path/label/Default	Road/label/Highway	Golf course/label/Default	Point of interest/Rail station
Road tunnel/label/Pedestrian	Road/label/Freeway Motorway	Zoo/label/Default	Point of interest/General
Road tunnel/label/Local	Cemetery/label/Default	Retail/label/Default	Admin2 area/label/small
Road tunnel/label/Minor	Freight/label/Default	Landmark/label/Default	Admin2 area/label/large
Road tunnel/label/Major	Water and wastewater/label/Default	Openspace or forest/label/Default	Neighborhood
Road tunnel/label/Highway	Port/label/Default	Park or farming/label/Default	Building/label/Default
Road tunnel/label/Freeway Motorway	Industry/label/Default	Point of interest/Park	–

Other features

There are other features on the map with "text-field": "{_name}" in the JSON file. These features do not support localization; do not change their JSON code.

Changing the font

It is recommended that you change the fonts to Arial Unicode (bold or regular). Esri Vector Basemap styles can have different default fonts. For example, the default fonts for streetmap style are Arial Bold, Arial Italic, and Arial Regular. For the worldtopomap style, the default fonts are Noto Sans Bold, Noto Sans Italic, Noto Serif Regular, and Roboto Condensed Light Italic. Refer to the font list in the ArcGIS Data Appliance: Esri Vector Basemap Reference Document (v2) PDF in the [Additional resources](#) topic for complete details. Change the fonts to "text-font" : ["Arial Unicode MS Regular"]. Fonts that are bold by default can be changed to "text-font" : ["Arial Unicode MS Bold"]. There is no italic font in the Arial Unicode family.



An example of the streetmap style is shown in Chinese (Simplified).



An example of the navigation style is shown in Spanish.

Additional JSON edits for Arabic language maps

To ensure that Arabic glyphs appear correctly on the map, either set the text-spacing setting to 0 (zero) or completely remove the "text-letter-spacing" style attribute from the root .json file. JSON styles may display this attribute as follows:

```
"text-letter-spacing" : 0.05,
```

Or the style may have more complex syntax such as the following:

```
"text-letter-spacing" : { "stops" : [[4, 0.1], [8, 0.18]] }
```

Either change these to "text-letter-spacing" : 0, or remove the lines completely. Be sure to validate any root.json before updating the file on your portal.

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Support

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